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# CHESS TRAPS AND STRATAGEMS

EDITED BY THE  
REV J. E. CUNNINGHAM, M.A.

A THOUGHT

"THE MODERN CHESS PRIMER," HALF-HOURS WITH "JIMMY," ETC.

PART I. TRAPS IN THE OPENINGS

PART II. MISCELLANEOUS

And you all know security  
Is mortal's chiefest enemy

*Shakespeare, Macbeth, Act iii. Sc. 5*

SEVENTH EDITION.

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## PREFACE.

THE title of this little work covers a wide subject, which might furnish material for a large volume. It is hoped that what is here given will at least open the eyes of the young student to some of the traps that may be set, and of the surprises that may be sprung upon him, in our game. He will soon see that the word "trap" has in Chess a meaning very similar to its meaning elsewhere; setting a trap is bringing about a position which tempts your opponent to make a move appearing at first sight to offer material advantage, but in reality turning out badly for him.

To set traps needs caution; much depends upon your opponent's experience; can you reckon on his guileless simplicity? Generally speaking, if a set them, and they don't succeed, you lose it, or injure your position; thus in Part I., 4, Black, unless White falls into the snare,



has simply wasted time (at best) ; Part II., No. 14, on the other hand, is a capital instance of a trap skilfully set, White's first move being good in itself, and its very goodness (in other respects) serving to conceal the trap it actually prepares.

In the second part, some positions may be thought to be a little foreign to the subject ; the Editor's wish has been to give what might be useful and interesting, even if he seemed a little inconsistent ; perhaps he may plead that "Stratagems" covers much ground.

It was almost unavoidable that there should be some slight repetition in the books of this series ; though even this may have its advantage if any useful lesson is thus more deeply imprinted on the memory.

In Part I. the Editor is greatly indebted to Mr. J. H. Blake, who kindly placed at his disposal his own valuable collection of materials bearing on the subject. Indeed, this Part is almost entirely Mr. Blake's work.

The sign "?" appended to a move denotes that such move is weak, or rash and ill-advised. The better move is occasionally added in square brackets.

# CHESS TRAPS AND STRATAGEMS.

## PART I.

### TRAPS IN THE OPENINGS.

THE tyro's first acquaintance with traps in the Openings generally arises from a premature use of the Q. It may be safely said that every player falls, at an early stage of his career, into something like this :—

(1.) 1. P—K4, P—K4; 2. P—KB4, P—Q3; 3. K1—KB3, Q—K2?; 4. B—B4, P × P; 5. Castles (setting the trap), Q × P (falling into it); 6. R—K sq., and the Black Q is lost for a R, which is fatal.

This is crude and elementary, but the idea takes a very practical shape in some recognised Openings :—

In the King's Gambit Declined, it is thus made use of :

(2.) 1. P—K4, P—K4; 2. P—KB4, P—Q4; P × QP, Q × P; 4. Kt—QB3, Q—K3; 5.



The learner will notice that the Q gets into trouble in the foregoing examples by capturing the only other man left on the file in front of her consort; the next example shows that it may be just as fatal to capture an opposing piece (or Pawn) on that file even when the Q cannot be pinned by a R.

(4.) 1. P—K4, P—K4; 2. Kt—KB3, Q—B3?;

Black.

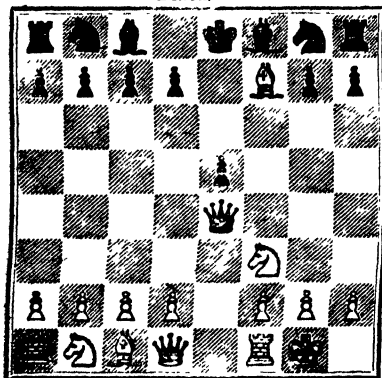


DIAGRAM 2.

After White's  
.5th Move.

White.

3. B—B4, Q—KKt3; 4. Castles, Q × KP; 5. B × P ch. ! (Diag. 2). Now if 5. . . . K × B; 6. Kt—Kt5 ch., wins Q; Black therefore plays 5. . . . K—Q sq.; then follows 6. Kt × P (if now 6. . . . Q × Kt; 7. R—K sq., and the Q cannot moved away on account of 8. R—K8 mate), KB3;\* 7. R—K sq., Q—B4; 8. B—Kt6 !, Q—K3

\* 6. . . . B—K2 is better; but everything is bad.

(8. . . . P × B; 9. Kt—B7 mate); 9. Kt—B7 ch., and again the Q is lost.

In this example, there is an alternative trap available at White's fourth move, by leaving the KKtP unprotected, thus:—

4. P—Q3, Q × KKtP; 5. R—Kt sq., Q—R6; 6. B × P ch.! Now if 6. . . . K × B, the Q is lost by White Kt checking at Kt5, while if the K moves to Q sq. or K2, then 7. R—Kt3 again wins the Q.

The early capture of the QKtP by the Q is not likely to be so disastrous as that of the KKtP; the following is an example in which that P was used as a bait for drawing purposes:—

(5.) 1. P—Q4, P—Q4; 2. Kt—KB3, B—B4?; 3. P—QB4, P—K3; 4. Q—Kt3, Kt—QB3; 5. Q × QKtP?, Kt—Kt5; 6. Kt—R3, R—Kt sq.; 7. Q × RP, R—R sq.; 8. Q—Kt7, R—Kt sq.; and White cannot escape a draw by repetition of moves (played against Dr. Tarrasch in a tournament game).

(6.) In the Muzio Gambit, a piece might be lost as follows: 1. P—K4, P—K4; 2. P—KB4, P × P; 3. Kt—KB3, P—KKt4; 4. B—B4, P—Kt5; 5. Castles, P × Kt; 6. Q × P, Q—B3; 7. P—K5, Q × P; 8. P—Q3, B—R3; 9. B—Q2, Q × P?; 10. Q—K4 ch., any; 11. B—B3, Q—Kt3 ch.; 12. B—Q4, and wins KR.

One more example of the fatal consequences of running after Ps with the Q at the outset will suffice:—

(7.) 1. P—K4, P—K4; 2. P—KB4, B—B4; 3. Kt—QB3, B × Kt?; 4. R × B, P × P; 5. P—

Q4, Q—R5 ch.; 6. P—KKt3, P × P; 7. R × P, Q × RP; 8. Q—B3, Q × BP; 9. R—Kt2, and the Q is caught. (8. . . . Q—R5; 9. B—KKt5.)

The Q may also be caught when chasing larger game, as the following shows:—

(8.) 1. P—K4, P—K4; 2. P—KB4, B—B4; 3. Kt—KB3, Kt—QB3? [P—Q3!]; 4. P × P, Kt ×

Black.

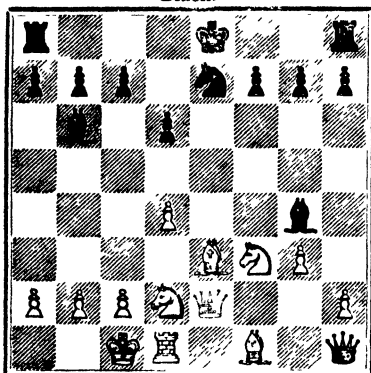


DIAGRAM 3.

After White's  
12th Move.

White.

P; 5. Kt × Kt, Q—R5 ch.; 6. P—KKt3, Q × KP ch.; 7. Q—K2, Q × R; 8. Kt—KB3 dis. ch., Kt—K2; 9. P—Q4, B—Kt3; 10. B—K3, P—Q3; 11. QKt—Q2, B—Kt5; 12. Castles (Diag. 3). Castles (either side); 13. Q—B2, and White will soon play B—K2(Q3), winning the Black Q.

(9.) In the Evans Gambit, we might get: 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—E4

10 CHESS TRAPS AND STRATAGEMS.

B—B4; 4. P—QKt4, B × KtP; 5. P—B3, B—B4; 6. Castles, P—Q3; 7. P—Q4, P × P; 8. P × P, B—Kt3; 9. P—Q5, Q—B3? [9. . . . Kt—R4!] (Diag. 4); 10. P × Kt, Q × R; 11. B × P ch., K—B sq. (11. . . . K × B; 12. Q—Kt3 ch., K moves;\* 13. B—Kt2!); 12. B × Kt, R × B; 13. Kt—Kt5, Q × RP;† 14. Kt—QB3, Q—

Black.

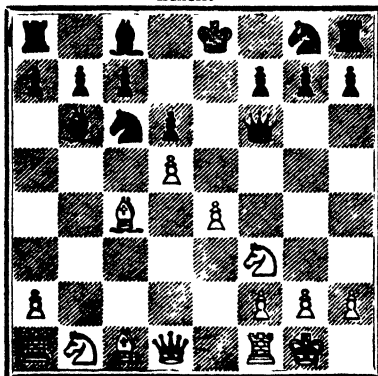


DIAGRAM 4.

After Black's  
9th Move.

White.

B5; 15. Kt—Q5, K—K sq.; 16. Q—R5 ch., P—Kt3; 17. Q × RP, and wins.

An apparent advantage may be too dearly purchased at the cost of allowing the opponent to give a discovered check:—

\* 12. . . . B—K3; 13. Kt—Kt5 ch.

† To guard the KR, and KB2, from effects of Q—B3 ch.

(10.) 1. P—K4, P—QKt3; 2. P—Q4, B—Kt2;  
3. B—Q3, P—KB4?; (Black sets a trap here,  
which White countermines); 4. P × P, B × KtP;  
5. Q—R5 ch., P—Kt3; 6. P × P, Kt—KB3  
[B—Kt2 is better]; 7. P × P dis. ch., Kt × Q;  
8. B—Kt6 mate.

(11.) In the Philidor Defence, 1. P—K4, P—  
K4; 2. Kt—KB3, P—Q3; 3. P—B3, Kt—KB3;  
4. B—K2, Kt—QB3; 5. P—Q4, Kt × KP?;  
6. P—Q5, QKt—K2; 7. Q—R4 ch., P—B3;  
8. P × P!, Kt—B4?; 9. P × P dis. ch., Kt ×  
Q; 10. P × R = Q, and White has won a R.

(12.) 1. P—K4, P—K4; 2. Kt—KB3, Kt—  
KB3 (Petroff Defence); 3. Kt × P, Kt × P?  
[P—Q3!]; 4. Q—K2, P—Q4?; 5. P—Q3, Kt—  
KB3; 6. Kt—B6 dis. ch., winning Black Q.

In this case it will be observed that the stratagem  
consists in leading Black to suppose that a certain  
move (viz., the withdrawal of his Kt) is necessary.

The following, though not based upon discovered  
check, involves an idea closely related thereto, the K's  
only flight squares being attacked by discovery:—

(13.) 1. P—K4, P—K4; 2. B—B4, Kt—KB3  
(Berlin Defence); 3. P—Q4, P × P; 4. P—K5,  
Q—K2? [P—Q4!]; 5. Q—K2, Kt—Kt sq.;  
6. Kt—KB3, P—QB4?; 7. Castles, Kt—QB3  
(Diag. 5); 8. B—KKt5, P—B3; 9. P × P, Q ×  
Q?; 10. P—B7 mate.

“Knights before Bishops, especially before the  
Q's Bishop,” is a modern and sound rule of  
development. Several traps arise from dis-  
regarding it; e.g. :—



Black.

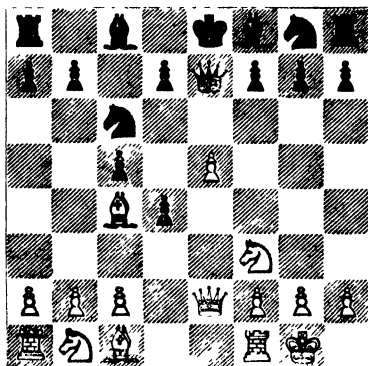


DIAGRAM 5.

After Black's  
7th Move.

White.

(14.) 1. P—K4, P—K4; 2. P—KB4, P—Q3;  
3. Kt—KB3, B—Kt5?; 4. B—B4, Kt—KB3;  
5. P × P, P × P (5. . . . B × Kt was necessary);  
6. B × P ch., K × B; 7. Kt × P ch., K moves;  
8. Kt × B, and White has won two Ps, and  
deprived Black of the privilege of castling.

This admits, however, of counter stratagem on  
Black's part; *e.g.* :—

(15.) 1. P—K4, P—K4; 2. P—KB4, P—Q3;  
3. Kt—KB3, B—Kt5; 4. B—B4, Kt—QB3. It  
is obvious now that White will not be able to take  
the KP with his Kt, so that it is of no use for  
him to proceed by 5. P × P. Suppose he tries  
5. B × P ch., K × B; 6. Kt—Kt5 ch., it will be  
White who has fallen into a snare, for Black will  
continue 6. . . . Q × Kt; 7. P × Q, B × Q; 8.  
K × B, and Black is a piece to the good.

A very old trap, attributed to Philidor's master, Legalle, arises from the fault of development now being illustrated :—

(16.) 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. Kt—KB<sub>3</sub>, P—Q<sub>3</sub>; 3. B—B<sub>4</sub>, B—Kt<sub>5</sub>; 4. Kt—QB<sub>3</sub>, P—KKt<sub>3</sub> (or P—QR<sub>3</sub>, or P—KR<sub>3</sub>); 5. Kt × P, B × Q; 6. B × P ch., K—K<sub>2</sub>; 7. Kt—Q<sub>5</sub> mate. Black had nothing better than 5. . . . P × Kt, when White would have played 6. Q × B, winning a Pawn by his stratagem.

(17.) 1. P—K<sub>4</sub>, P—K<sub>4</sub>; 2. P—KB<sub>4</sub>, P—Q<sub>3</sub>; 3. Kt—KB<sub>3</sub>, Kt—QB<sub>3</sub>; 4. B—B<sub>4</sub>, B—Kt<sub>5</sub>; 5. Kt—QB<sub>3</sub>, P × P; 6. Castles, Kt—K<sub>4</sub>?; 7. Kt × Kt, mating if the Q is captured, winning a piece if the Kt is taken.

All this goes strongly to confirm the principle that *both* Kts should, as a rule, be brought out before the QB. The reader who can refer to the games of the Tarrasch-Tchigorin match, 1893, will find, in the fifth game, an example of the highly refined use to which a thorough knowledge of this form of trap may be put. One other variety may be given here :—

(18.) 1. P—K<sub>4</sub>, P—Q<sub>4</sub>; 2. P × P, Q × P; 3. Kt—QB<sub>3</sub>, Q—Q sq.; 4. P—Q<sub>4</sub>, Kt—QB<sub>3</sub>; 5. Kt—B<sub>3</sub>, B—Kt<sub>5</sub>; 6. P—Q<sub>5</sub>, Kt—K<sub>4</sub>? (Diag. 6); 7. Kt × Kt, B × Q; 8. B—Kt<sub>5</sub> ch., P—QB<sub>3</sub>; 9. P × P, P—QR<sub>3</sub> (or . . . . Q—B<sub>2</sub>; 10. P × P dis. ch.); 10. P—B<sub>7</sub> dis. ch., and White comes out a piece to the good.

In this instance Black has combined the two faults of developing exclusively his Q side pieces and of subjecting himself to a discovered check.

Black.

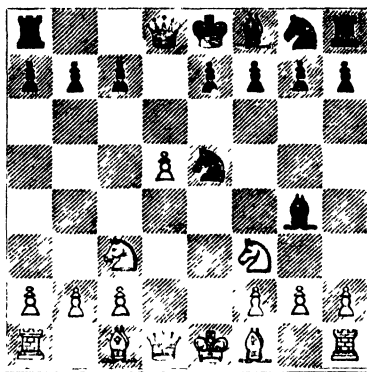


DIAGRAM 6

After Black's  
6th Move.

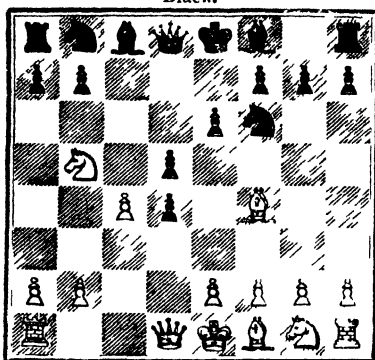
White.

The advantage of the first move does not confer immunity from the consequences of disregarding the rule of development just considered, as the next two examples will show :—

(19.) Queen's Gambit Declined, 1. P—Q4, P—Q4; 2. P—QB4, P—K3; 3. Kt—QB3, Kt—KB3; 4. B—Kt5, QKt—Q2; 5. P × P?, P × P; 6. Kt × P, Kt × Kt!; 7. B × Q, B—Kt5 ch., and White must interpose his Q, enabling Black to win a piece. White's right play was 5. P—K3.

(20.) 1. P—Q4, P—Q4; 2. P—QB4, P—K3; 3. Kt—QB3, Kt—KB3; 4. B—B4, P—QB4; 5. Kt—Kt5?, P × QP! (Diag. 7); 6. Kt—B7 ch., Q × Kt!; 7. B × Q, B—Kt5 ch.; and again White must interpose Q, coming out two Pawns to the bad, with the worse position. Here again 5. P—K3 was better.

Black.



White

DIAGRAM 7

After Black's  
5th Move.

Another modern rule of development is that, as far as possible, no piece should be moved twice, while other pieces remain on their original squares. Some of the preceding examples have incidentally illustrated this principle, which frequently applies even when a capture may be made by departing from it:—

(21.) 1. P—K4, P—K4, 2. Kt—KB3, P—Q3; 3. P—B3, Kt—KB3; 4. B—K2, Kt × P, 5. Q—R4 ch., winning the Kt.

This is not a very good instance of this trap, as White has better play at his command on his third and fourth moves; the following two examples occur in recognised variations:—

(22.) In the Sicilian, 1. P—K4, P—QB4; 2. P—Q4, P × P; 3. Kt—KB3, P—K4; 4. Kt × KP [B—QB4 !], Q—R4 ch., &c.

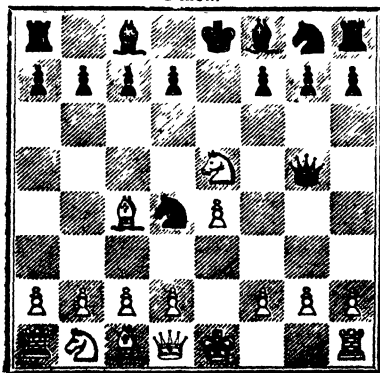
(23.) In the Ruy Lopez, 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—Kt5, Kt—B3; 4. P—Q3, Kt—K2; 5. Kt × P?, P—B3; 6. B—B4, Q—R4 ch., &c. White might set a counter trap by 6. Kt—B4 (threatening, if B be taken, to mate at Q6), but Black parries this easily by 6. . . . . Kt—Kt3; 7. B—R4, P—QKt4, winning a piece.

A peculiarity of the example just given is that the setter of the trap deliberately departed from the principle of development now under notice; such a course can usually be turned to his own advantage by an opponent who adheres to the principle. In the case in point, White would obtain a superior development by 5. Kt—B3.

The following shows the same peculiarity:—

(24.) 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—B4, Kt—Q5?; 4. Kt × P?, Q—Kt4 (Diag. 8); 5. Kt × BP, Q × KtP; 6. R—B sq.,

Black.



White.

DIAGRAM 8.

After Black's  
4th Move.

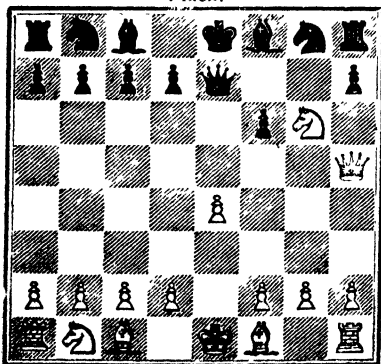
$Q \times KP$  ch.; 7.  $B-K2$ ,  $Kt-B6$  mate. After Black's fourth move, 5.  $B \times P$  ch., followed by castling, was White's best chance; but at his fourth move, White should have played  $Kt-B3$ , or  $P-Q3$ , or Castles, or  $Kt \times Kt$  (doubling a central Pawn).

To avoid premature attacks is a good old rule, which several examples already given have illustrated, but two others will not come amiss:—

(25.) In the Evans Gambit, 1.  $P-K4$ ,  $P-K4$ ; 2.  $Kt-KB3$ ,  $Kt-QB3$ ; 3.  $B-B4$ ,  $B-B4$ ; 4.  $P-QKt4$ ,  $B \times KtP$ ; 5.  $P-B3$ ,  $B-B4$ ; 6. Castles,  $P-Q3$ , 7.  $P-Q4$ ,  $P \times P$ , 8.  $P \times P$ ,  $B-Kt3$ ; 9.  $Q-Kt3$ ? [ $Kt-B3$ !],  $Kt-R4$ ; 10.  $B \times P$  ch.,  $K-Bsq.$ ; 11.  $Q-Q5$ ,  $Kt-KB3$ , winning a piece.

(26.) Damiano Gambit, 1.  $P-K4$ ,  $P-K4$ ; 2.  $Kt-KB3$ ,  $P-KB3$ , 3.  $Kt \times P?$ ,  $Q-K2$ !, 4.

Black.



White.

DIAGRAM 9.

After White's  
5th Move.

Q—R5 ch., P—KKt3; 5. Kt × KtP (Diag. 9), Q × KP ch.; 6. Q—K2, Q × Q ch.; 7. B × Q, P × Kt, and wins a piece. White should have contented himself with the better position which 3. B—B4 would have given him.

But if Black had taken the Kt at move 3, there would have been trouble, thus: 4. Q—R5 ch., K—K2; 5. Q × KP ch., K—B2; 6. B—B4 ch., P—Q4; 7. B × P ch., K—Kt3; 8. P—KR4, P—KR4; 9. B × QKtP, B × B; 10. Q—KB5 ch., K—R3; 11. P—Q4 dis. ch., P—KKt4; 12. B × P ch., and wins.

Another example of the danger of early advance of the KBP is as follows:—

(27.) 1. P—K4, P—K4; 2. P—KB4, P × P; 3. Kt—KB3, P—KKt4; 4. B—B4, P—KB3?; 5. Kt × P, P × Kt; 6. Q—R5 ch., K—K2; 7. Q × KtP ch., K—K sq.; 8. Q—R5 ch., K—K2; 9. Q—K5 mate.

The early advance of the King's side Pawns is hazardous:—

(28.) 1. P—Q4, P—KB4; 2. B—Kt5, P—KR3; 3. B—B4, P—KKt4; 4. B—Kt3, P—B5; 5. P—K3, P—KR4; 6. B—Q3, R—R3 (Diag. 10); 7. Q × P ch., R × Q; 8. B—Kt6 mate. (If 5. . . . P × B; then 6. Q—R5 mate.)

It is likewise dangerous after castling, when the stratagem next illustrated is often effective:—

(29.) In the Giuoco Piano, 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—B4, B—B4; 4. P—Q3, Kt—B3; 5. Kt—B3, Castles; 6. B—KKt5, P—KR3; 7. B—R4, B—QKt5; 8. Castles,

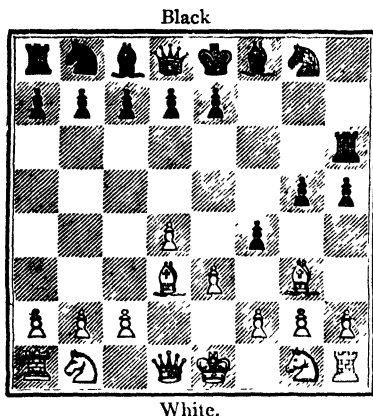


DIAGRAM 10.

After Black's  
6th Move.

B × Kt; 9. P × B, P—KKt4; 10. Kt × KtP, P × Kt; 11. B × P, K—Kt2; 12. P—KB4, with a winning advantage in position.

It is also dangerous for a player who has castled to pin his opponent's Kt on that side:—

(30.) In the Giuoco Piano, many games like the following have been won: 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—B4, B—B4; 4. Castles, Kt—B3; 5. P—Q3, P—Q3; 6. B—KKt5?, P—KR3; 7. B—R4, P—KKt4 (this is all right now, Black not having castled); 8. B—Kt3, P—KR4 (a trap of a very high order); 9. Kt × KtP?, P—R5; 10. Kt × P, P × B; 11. Kt × Q, B—KKt5; 12. Q—Q2, Kt—Q5 (Diag. 11), with a continuation like 13. Kt—B3



Black.

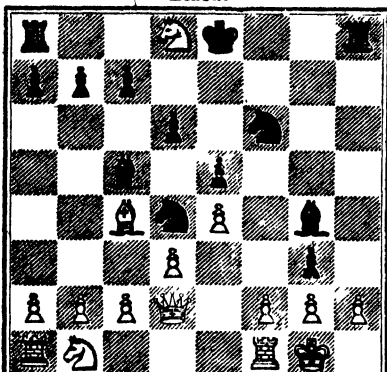


DIAGRAM 11.

—  
After Black's  
12th Move.

White.

Black.

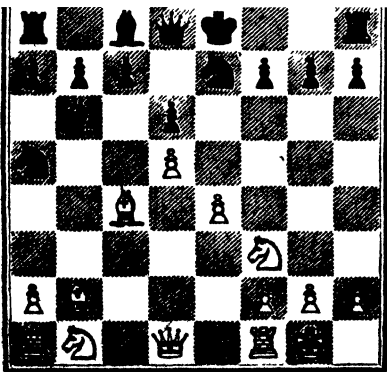


DIAGRAM 12.

After Black's  
12th Move.

White.

(to stop . . . . Kt—K7 ch.), Kt—B6 ch.; 14. P × Kt, B × P(B6), and wins easily; or like 13. P—KR3, Kt—K7 ch.; 14. K—R sq., R × P ch.; 15. P × R, B—B6 mate.

To allow the KKt file to be opened for hostile R after castling K side may be quickly fatal :—

(31.) In Evans Gambit, 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—B4, B—B4; 4. P—QKt4, B × KtP; 5. P—B3, B—B4; 6. Castles, P—Q3; 7. P—Q4, P × P; 8. P × P, B—Kt3; 9. P—Q5, Kt—R4; 10. B—Kt2, Kt—K2 (Diag. 12); 11. B × P?, R—KKt sq.; 12. B—Q4, Kt × B; 13. Q—R4 ch., Q—Q2!; 14. Q × Kt, R × P ch.; 15. K—R sq. (K × R, Q—Kt5 ch.; 16. K—R sq., Q × Kt ch.; 17. K—Kt sq., B—R6, wins), Q—R6; 16. QKt—Q2, Kt—Kt3; 17. R—KKt sq., Kt—R5 with advantage.

The early opening of the KR file under similar circumstances is also generally fatal :—

(32.) In the Giuoco Piano, 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—B4, B—B4; 4. P—B3, Kt—B3; 5. Kt—Kt5, Castles; 6. P—Q3, P—KR3; 7. P—KR4, P × Kt?; 8. P × P, Kt—K sq.; 9. Q—R5, and wins.

In the French Defence a similar stratagem is frequently employed, thus :—

(33.) 1. P—K4, P—K3; 2. P—Q4, P—Q4; 3. Kt—QB3, Kt—KB3; 4. B—KKt5, B—K2; 5. B × Kt, B × B; 6. Kt—KB3, Castles; 7. B—Q3, P—QKt3; 8. P—KR4, B—Kt2; 9. P—K5, B—K2; 10. B × P ch., K × B; 11. Kt—Kt5 ch.

Black.

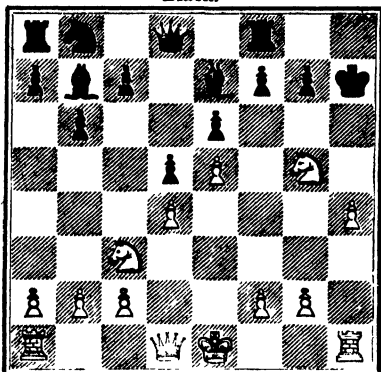


DIAGRAM 13.

—  
After White's  
11th Move.

White.

Black.

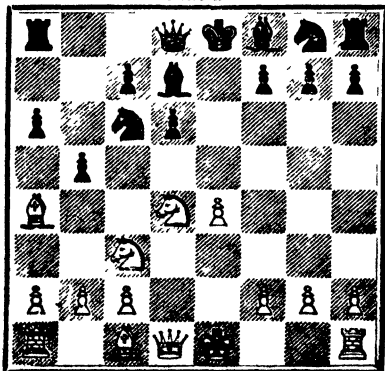


DIAGRAM 14.

—  
After Black's  
7th Move.

White.

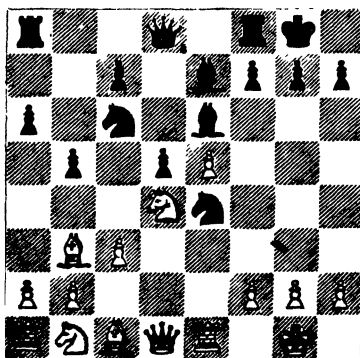
(Diag. 13), B × Kt; 12. P × B dis. ch., K—Kt. sq.; 13. Q—R5, P—KB3; 14. P—Kt6, and wins. Black might have tried 11. . . . K—Kt3; but then 12. Kt—K2 gives White a winning attack. (8. . . . B—R3 would have got rid of the dangerous B.)

Some miscellaneous examples may close this section:—

(34.) In the Ruy Lopez, 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—Kt5, P—QR3; 4. B—R4, P—Q3; 5. P—Q4, B—Q2; 6. Kt—B3, P × P; 7. Kt × P, P—QKt4 (Diag. 14); 8. B—Kt3? [Kt × Kt!], Kt × Kt; 9. Q × Kt, P—QB4; 10. Q moves, P—B5 wins B.

(35.) In the Ruy Lopez (known as Dr. Tarrasch's trap), 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—Kt5, P—QR3; 4. B—R4, Kt—B3; 5. Castles,

Black.



White.

DIAGRAM 15.

After White's  
11th Move.

## 24 CHESS TRAPS AND STRATAGEMS.

Kt  $\times$  P; 6. P—Q4, P—QKt4; 7. B—Kt3, P—Q4; 8. P  $\times$  P, B—K3; 9. P—B3, B—K2; 10. R—K sq., Castles; 11. Kt—Q4 (Diag. 15), Q—Q2? [... Q—K sq.]; 12. Kt  $\times$  B, and if either Q or P takes Kt; 13. R  $\times$  Kt, wins a piece.

(36.) In the Ruy Lopez, 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—Kt5, Kt—KB3;

Black.

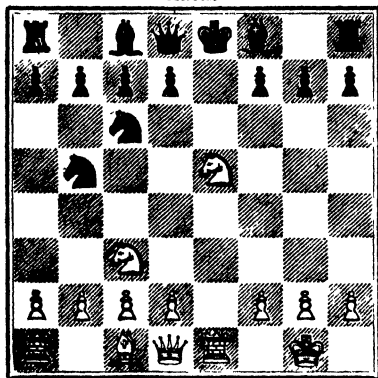


DIAGRAM 16.

After White's  
7th Move.

White.

4. Castles, Kt  $\times$  P; 5. R—K sq., Kt—Q3; 6. Kt—B3, Kt  $\times$  B; 7. Kt  $\times$  P (Diag. 16), tempting Black to take one of the Kts. Black should now play .... B—K2 (to close K file). But suppose (a) 7..... Kt(Kt4)  $\times$  Kt; 8. Kt  $\times$  Kt ch., B—K2; 9. Kt  $\times$  B, Kt  $\times$  Q; 10. Kt—Kt6 ch., Q—K2; 11. Kt  $\times$  Q, with a piece ahead; or (b) 7..... Kt(B3)  $\times$  Kt; 8. R  $\times$  Kt ch., B—K2;

9. Kt—Q5, Castles; 10. Kt × B ch., K—R sq.; 11. Q—R5 (threatens 12. Q × RP ch., K × Q; 13. R—KR5 mate), P—KKt3; 12. Q—R6, P—Q3; 13. R—R5, P × R; 14. Q—B6 mate. (In this last, try 11. . . . P—KR3; 12. P—Q3, with threat of B × P, &c.)

(37.) 1. P—K4, P—K4; 2. Kt—K2, B—B4; 3. P—KB4, Q—B3; 4. P—B3, Kt—B3; 5. P—KKt3, Kt—R3; 6. B—Kt2, Kt—Kt5; 7. R—KB sq., Kt × RP; 8. P × P, Q × R ch.; 9. B × Q, Kt—B6 mate. White here adopted an inferior development of his KKt; but 3. P—Q4 would have prevented the disastrous issue.

The attempt in the Queen's Gambit Accepted to defend the captured Pawn in manner answering to that used in the King's Gambit leads to disaster:—

(38.) 1. P—Q4, P—Q4; 2. P—QB4, P × P; 3. P—K3, P—QKt4?; 4. P—QR4, P—QB3?; 5. P × P, P × P; 6. Q—B3, wins a piece; or 4. . . . P—QR3; 5. P × P wins a Pawn.

The following occurred in a game between Capt. Mackenzie and Herr Schallopp:—

(39.) From Gambit, 1. P—KB4, P—K4; 2. P × P, P—Q3; 3. P × P, B × P; 4. Kt—KB3, Kt—KR3; 5. P—Q3, Kt—Kt5; 6. P—B3, B × P (expecting 7. Kt × B, Q—R5 ch.); 7. Q—R4 ch., Kt—B3 (. . . . B—Q2; 8. Q—K4 ch.); 8. Kt × B, and Black cannot recover his piece, because after he checks with Q, his Kt is pinned by the White Q; e.g. 8. . . . Q—R5 ch.; 9. K—Q2, &c.

(40.) Queen's Gambit Accepted, 1. P—Q4, P—Q4; 2. P—QB4, P × P; 3. Kt—KB3, P—QB4; 4. P—K3, P × P; 5. B × P, P × P? [P—K3!]; 6. B × P ch., wins Black Q.

(41.) 1. P—K4, P—K4; 2. B—B4, Kt—KB3; 3. P—Q4, P—QB3; 4. P × P, Kt × P; 5. Kt—K2, Kt × P? [B—B4!]; Black would like 6. K × Kt, Q—R5 ch.; 7. K—B sq., Q × B; wins a Pawn—but the game went on, 6. Castles!, Kt × Q; 7. B × P ch., K—K2; 8. B—Kt 5 mate.

(42.) In the King's Bishop's Gambit, 1. P—K4, P—K4; 2. P—KB4, P × P; 3. B—B4, Q—R5 ch.; 4. K—B sq., P—KKt4; 5. Kt—KB3, Q—Kt5? [Q—R4!]; 6. B × P ch., K—Q sq. (. . . . K × B; 7. Kt—K5 ch.); 7. P—KR3, Q—Kt6; 8. Kt—QB3, and 9. Kt—K2, the Black Q having no escape. (If 8. . . . B—B4; then 9. P—Q4, &c.)

(43.) In the Two Knights' Defence, 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—L4, Kt—B3; 4. Kt—Kt5, Kt × KP; 5. B × P ch., K—K2; 6. Kt × Kt, K × B; 7. Q—B3 ch., K—Kt sq.? [K—K sq.]; 8. Kt—Kt5!, and Black cannot guard both KB2 and Q4 from White Q.

(44.) Evans Gambit, 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—B4, B—B4; 4. P—QKt4, Kt × P (instead of . . . . B × KtP), White must continue 5. P—B3, to drive off Kt; he must not take the KP, else 5. . . . Q—B3! will be hard to answer.

(45.) In Ruy Lopez, 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—Kt5, KKt—K2?; 4. P—B3, P—QR3 [Kt—Kt3!]; 5. B—R4, P—

QKt4; 6. B—Kt3, P—Q4; 7. Q—K2, P × P; 8. Q × KP, B—B4 [Kt—Kt3]; 9. Kt × P, and, if Black takes Q, he is mated.

(46.) In Ruy Lopez, 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—Kt5, Kt—B3; 4. Castles, Kt × P; 5. P—Q4, P—QR3; 6. B—Q3, P—Q4; 7. P—B4, B—KKt5!, for if 7. . . . KP × P, Black will lose a piece by 8. P × P, Q × P; 9. B × Kt, as Q dares not take B (on account of 10. R—K sq.).

(47.) Centre Gambit, 1. P—K4, P—K4; 2. P—Q4, P × P; 3. Q × P, Kt—QB3; 4. Q—K3, P—KKt3; 5. Kt—QB3, B—Kt2; 6. Kt—Q5!, P—Q3; 7. Kt—K2, Kt (i't sq.)—K2; 8. B—Q2, B × P? [Castles!]; 9. P—QB3, B × R?; 10. Kt—B6 ch., and 11. Q—R6 mate.

(48.) Again, 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. P—Q4, P × P; 4. B—QB4, B—B4; 5. Kt—Kt5, Kt—K4? [Kt—R3!]; 6. Q—R5, Kt—R3; 7. Kt—K6, wins a piece.

(49.) In Ruy Lopez, 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—Kt5, P—QR3; 4. B—R4, Kt—B3; 5. Q—K2, B—B4; 6. P—B3, P—QKt4; 7. B—B2, P—Q4? [P—Q3!]; 8. P × P, Q × P; 9. P—Q4, B—Q3? [B—Kt3!]; 10. B—Kt3, Q—K5; 11. Q × Q, Kt × Q; 12. B—Q5, wins a piece.

(50.) In Ruy Lopez, 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—Kt5, P—QR3; 4. B—R4, Kt—B3; 5. Castles, Kt × P; 6. P—Q4, P—QKt4; 7. B—Kt3, P—Q4; 8. P × P, Kt—K2; 9. R—K sq., P—QB3? [Kt—QB4!]; 10. R × Kt, P × R; 11. B × P ch., wins Q.



(51.) In Scotch Gambit, 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. P—Q4, P × P; 4. B—QB4, B—Kt5 ch.; 5. P—B3, P × P; 6. Castles, Q—B3; 7. P—K5, P × P?; 8. P × Q, P × R = Q; 9. Q—K2 ch., and 10. B—Kt2, wins the new Q.

(52.) 1. P—K4, P—K4; 2. Kt—KB3, P—Q4; 3. P × P, P—K5; 4. Q—K2, B—K2; 5. Q × P, Kt—KB3; 6. B—Kt5 ch., P—B3? [B—Q2!]; 7. P × P!, P × P (7. . . . . Kt × Q; 8. P × P dis. ch., B—Q2; 9. P × R = Q, B × B; 10. Q × KKt); 8. B × P ch., Kt × B; 9. Q × Kt ch., and will win.

(53.) In Max Lange Attack, 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—B4, B—B4; 4. Castles, Kt—B3; 5. P—Q4, P × P; 6. P—K5, P—Q4; 7. P × Kt, P × B; 8. R—K sq. ch., B—K3; 9. Kt—Kt5, Q × P? [Q—Q4!]; 10. Kt × B, P × Kt; 11. Q—R5 ch., and 12. Q × B wins a piece.

(54.) In the Giuoco Piano, 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—B4, B—B4; 4. P—B3, Kt—l3; 5. P—Q4, Black must now play 5. . . . . P × P; not 5. . . . . B—Kt3; 6. P × P, KKt × P, 7. Q—Q5, B × P ch. (to get something for his piece), 8. K—B sq., and Black will lose the KKt.

(55.) In Max Lange Attack, 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—B4, B—B4; 4. Castles, Kt—B3; 5. P—Q4, Kt × QP; 6. Kt × P, Kt—K3; 7. Kt—Q3 sets a trap; 7. . . . . Kt × P; 8. B—Q5!, Kt(K5)—Kt4; 9. P—KR4, P—QB3; 10. QB × Kt, Kt × B; \* 11. Kt × B, a

---

\* Or 10. . . . . P—B3; 11. B × Kt, &c.

piece ahead; or 8. . . . P—B4; 9. B × Kt(K4), P × B; 10. Kt × B, Kt × Kt; 11. Q—R5 ch., &c.

This example illustrates the danger of supporting one piece by another when both the supporting and the supported piece can be attacked simultaneously.

(56.) Ruy Lopez, 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—Kt5, KKt—K2?; 4. P—B3, P—Q3; 5. P—Q4, B—Q2; 6. Castles, Kt—Kt3; 7. Kt—Kt5, P—KR3? [B—K2?], 8. Kt × P, K × Kt; 9. B—QB3, K—K2; 10. Q—R5, Q—K sq. (or . . . B—K sq.); 11. B—KKt5, P × B; 12. Q × P ch., K—Q2; 13. Q—B5 ch., &c.), 11. Q—Kt5 ch., &c. A game played between Zukertort and Anderssen.

(57.) Philidor Defence, 1. P—K4, P—K4; 2. Kt—KB3, P—Q3; 3. B—B4, P—KB4; 4. P—Q4, Kt—KB3; 5. Kt—B3, P × QP?; 6. Q × P, B—Q2; 7. Kt—KKt5, Kt—B3; 8. B—B7 ch., K—K2; 9. Q × Kt ch., K × Q; 10. Kt—Q5 ch., K—K4; 11. Kt—KB3 ch., K × P; 12. Kt—B3 mate.

(58.) King's Bishop's Gambit, Black should notice, 1. P—K4, P—K4; 2. P—KB4, P × P; 3. B—B4, P—Q4; 4. B × P, Q—R5 ch.; 5. K—B sq., P—KKt4; 6. Kt—KB3, Q—R4; 7. P—KR4, P—KR3 [B—Kt2?]; 8. B × P ch., Q × B (forced); 9. Kt—K5, followed by 10. Q—R5 ch., and White should win.

(59.) In a new form of the Queen's Gambit Declined, the following is noteworthy: 1. P—Q4, P—Q4; 2. P—QB4, P—K4; 3. QP × P, P—Q5; 4. P—K3? [Kt—KB3?], B—QKt5 ch.; 5. B—Q2, P × P; 6. B × B?, P × P ch.; 7. K—K2, P ×

Kt bec. Kt ch.; 8. K—K sq. (if R × Kt, then . . . . B—Kt5 ch. wins Q), Q—R5 ch., and Black has a winning game.

(60.) The danger of an open K file before Castling may be illustrated as follows: 1. P—K4, P—K4; 2. Kt—K2, Kt—KB3; 3. P—KB4, P × P; 4. Kt × P, Kt × P?; 5. Q—K2, Q—K2; 6. Kt—Q5, Q—K4; 7. QKt—B3, P—QB3; 8. P—Q4, Q—B4; 9. Kt × Kt, winning a piece; for if 9. . . . . P × Kt, then 10. Kt—Q6, wins Q.

(61.) A beginner often gets into trouble with the move P—KB3, somewhat as follows: 1. P—K4, P—K4; 2. Kt—KB3, P—Q4; 3. Kt × P, P—KB3? [P × P!]; 4. Q—R5 ch., P—KKt3; 5. Kt × P, winning at least the exchange; or 4. . . . . K—K2; 5. Q—B7 ch., K—Q3; 6. Q × QP ch., K—K2; 7. Q × Q ch., K × Q; 8. Kt—B7 ch., &c.

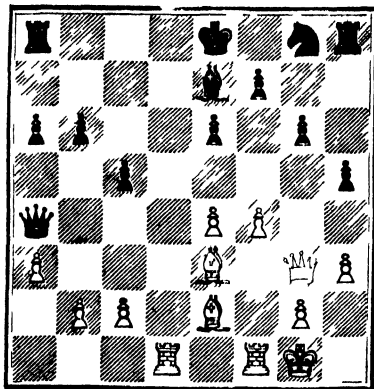
(62.) In KB Opening there is: 1. P—K4, P—K4; 2. B—B4, B—B4; 3. P—Q4, B × P; 4. Kt—KB3, Kt—QB3; 5. P—B3, B—Kt3; 6. Kt—Kt5, Kt—KR3; 7. P—B4, Castles; 8. P—B5, P—Q3; 9. Q—R5, Q—B3?; 10. Kt × RP, K × Kt; 11. B—KKt5, wins Q. Boden says he more t' n once won in this way.

(63.) Lastly, the danger of seeking material gain at expense of position is thus shown: 1. P—K4, P—K4; 2. P—KB4, P—Q4; 3. Kt—KB3, P × KP; 4. Kt × P, B—Q3; 5. B—B4, B × Kt? [Kt—KR3!]; 6. P × B, Q—Q5; 7. Q—K2, Q × KP; 8. P—Q4, Q × QP; 9. Kt—QB3, Kt—KB3; 10. B—K3, Q—Q sq.; 11. Castles, P—KR3; 12. B—B5, QKt—Q2; 13. Q × P ch., wins! (A game of Anderssen's.)

## PART II.

### MISCELLANEOUS.

black.



No. 1.

Trap, by sacrifice  
of a Pawn.

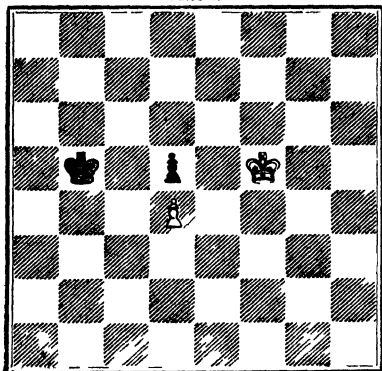
White

No. 1.

The young player cannot be too earnestly warned against incautiously picking up a man that seems left to him by a mistake. Here White plays 1. Q—B2, leaving both the KP and the QBP unguarded; but examine the consequences to Black of capturing either, (1) 1. . . . (Q × KP; 2. B—B3, Q goes into safety; 3. B × R, (2.) 1. . . . Q × BP, 2. B—Kt5 ch., P × B, 3. Q × Q; and, in either case, Black may put up the shutters.

Black, avoiding the snare, played 1. . . . Kt—B3. From a game in the 1851 Tournament.

Black.

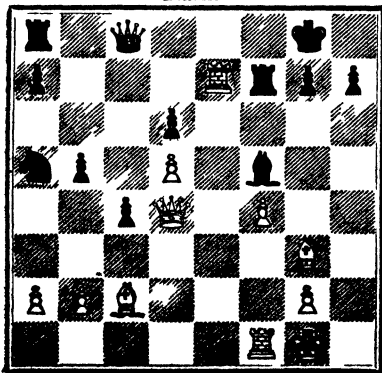


White

No. 2

Trap by a move  
of King.

Black.



White.

No. 3

Breaking up posi-  
tion before  
castled K.

No. 2.

White.

Black.

1. K—K6.

K—B5?

Black hopes to win the P; his right move was  
1. . . . K—B3; continued; 2. K—K5, K—B2;  
3. K × P, K—Q2, gaining the opposition; 4. K'—  
K5, K—K2; 5. P—Q5, K—Q2; 6. P—Q6, K—  
Q sq.; drawn.

2. K—K5

K—Kt4

3. K × P, and wins easily.

White by 1. K—K5, K—B5; would lose in same  
way.

No. 3.

One of Morphy's prodigies of skill.

1. R(B sq.)—K sq.      B × B

Black should have played 1. . . . Q—KB sq.,  
or 1. . . . R × R. He reckons on White con-  
tinuing 2. R—K8 ch., and hopes thus to get more  
than an equivalent for his Q.

2. R × R

K × R

3. R—K7 ch.

K × R

4. Q × KtP ch.

K—K sq.

5. Q—Kt8 ch.

K—K2

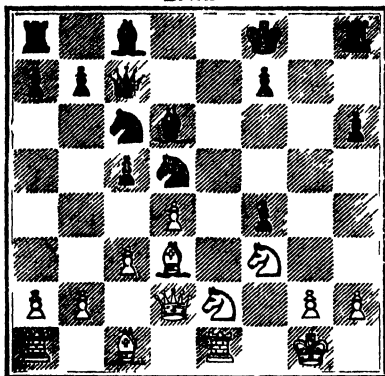
Or 5. . . . K—Q2; 6. Q—B7 ch., K—Q sq.;  
7. B—R4 mate.

6. B—R4 ch.

K—Q2

7. Q—B7 mate

Black

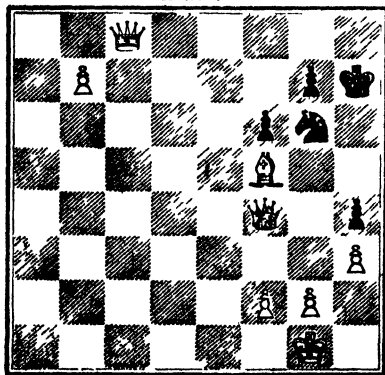


White

No. 4

Trap to draw  
aside an obstruct-  
ing Pawn.

Black.



White.

No. 5

Trap, to get a  
drawn game

No. 4.

White's trap is directed to draw aside an obstructing Pawn, as a means to take advantage of an unguarded first rank.

White.	Black.
1. Kt—Kt3	P × Kt?

Walking into the snare; 1. . . . B K3 wa, necessary to block the K file against White.

2. Q × P ch.!	R × Q
3. B × R ch.	K Kt sq.
4. R—K8 ch.	B B sq.
5. R × B mate	

No. 5.

Black, in desperate plight, sets an ingenious snare, hoping to escape with a draw:—

1. . . . Q Q7
2. B × Kt ch.

This avoids the snare, and wins easily; for if 2. . . . K × B; then 3 Q Kt4 ch., forcing exchange of Qs; and if 2. . . . K R3; then 3. Q—KB5, same thing.

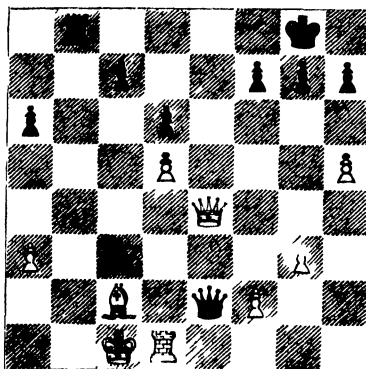
But, suppose White had played the tempting 2. P = Q, then we get 2. . . . Q - B8 ch., and (as to take Q is plainly a draw); 3. K—R2, Q—KB4 ch.; 4. P—Kt3, Q × BP ch.; and gives perpetual check on KB8 and KB7.

(Ponziani): Set White K at KR sq., Rs at KKt2, QB sq.; Black K at QB3, R at KKt2, B at QB4, Kt at KKt3, Ps at QKt3, KR3.

1. R(Bsq.)—KKt sq., B × R; 2. R × Kt ch. l.



Black

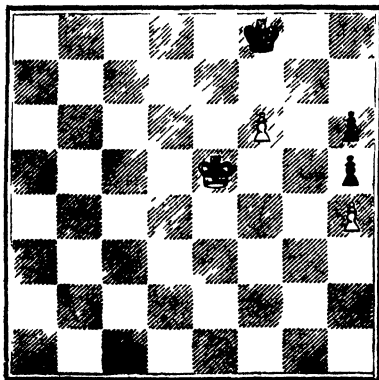


No. 6

Sacrifice of R to  
bring Q into play

White.

Black.



No. 7

Gaining "opposi-  
tion" by "losing  
a Move."

White.

## No. 6.

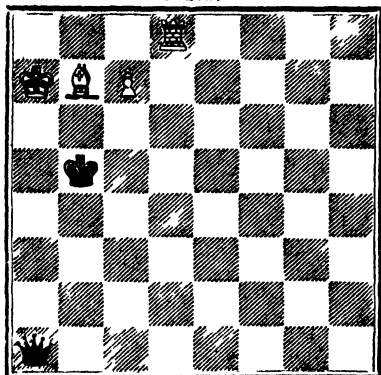
Here Black wins at once by sacrificing the R :  
 1. . . . . R—Kt8 ch. ; 2. K × R, Q Kt4 ch. ;  
 and White can only avoid the mate by giving up  
 his Q through 3. Q—QKt4. If 1. . . . . Q Kt4 ;  
 White by 2. R—Q3, would make room for K at  
 Q sq.

(From a game won by Mr. Blackburne.)

## No. 7.

In this instance (which is from actual play) to  
 “lose a move” is so to manœuvre as to repeat  
 an existing position with a change in the turn  
 to move ; in other words, you go from and return  
 to a square in an even (or uneven) number of  
 moves, while your opponent has to do the same  
 thing in an uneven (or even) number. If Black  
 had to move first, he must play 1. . . . . K—B2  
 (or K sq.), to which reply is 2. K—B5 (or K6).  
 White with move does no good by 1. K—B5, K—  
 B2 ; 2. K—K5, K—B sq. ; that is plain. Now  
 consider carefully these moves : 1. K—B4, K—  
 Kt sq. (1. . . . . K—B2 ; 2. K—B5, getting “the  
 opposition,” and winning, at once) ; 2. K—K4,  
 K—B sq. ; 3. K—K5 (the same position as at  
 starting, but Black has the move now), K—B2  
 (3. . . . . K—K sq. ; 4. K—K6, wins) ; 4. K—B5,  
 K—B sq. ; 5. K—Kt6, K—Kt sq. ; 6. K × P(R6)  
 [P—B7 ch., only draws], K—B2 ; 7. K—Kt5,  
 K—B sq. ; 8. K × P, K—B2 ; 9. K—Kt5, K—  
 B sq. ; 10. K—Kt6, K—Kt sq. ; 11. P—R5, K—  
 B sq. ; 12. P—B7, wins.

Black.

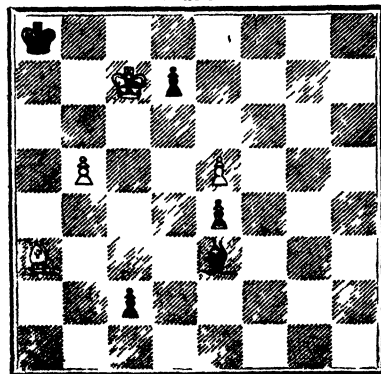


No. 8.

—  
An unexpected  
draw.

White.

Black



No. 9.

—  
Sacrifice to  
ensure queening  
a Pawn.

White.

## No. 8.

In this curious position (Bachmann's 'Schachpartien,' iv. p. 122) White, who is in check, had nothing to do but 1. K—Kt8, whereupon followed . . . . Q—K4, pinning the P; White naturally played 2. R—Q5 ch. to secure the Q; but, after 2. . . . . K—Kt3, finds that it does not benefit him (for to take Q=stale mate; and 3. R—Q7 is met by . . . . Q—B5; 4. K—B8, Q—B4, &c.); if 2. K—B8, Black answers . . . . Q—K3 ch., and returns to K4 or checks at K sq., according to White's move; drawn game.

## No. 9.

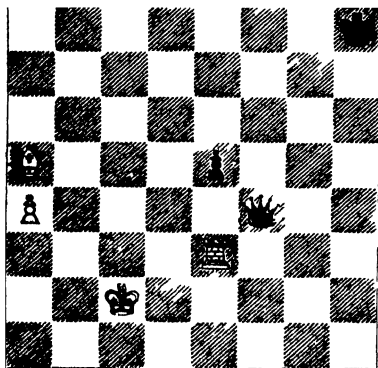
1. B—B sq., B—Q5; controlling KtP, and threatening . . . . B × P ch. White must not play 2. B—B4, else Black would win by . . . . P—K6 (as he would also do if White played 2. K—Q6).

White's play is 2. P—Kt6, B × KP ch.; 3. K—B8, P—Q4; 4. B—R3, B—Q3 (nothing better); 5. B—B5!, B × B; 6. P—Kt7 ch., K—R2; 7. P = Q ch.; and 8. Q—Kt2, winning.

Black may vary by 2. . . . . B × KtP ch.; 3. K × B, K—Kt sq.; 4. K—B5, K—B2; 5. K—Q5, K—Q sq.; 6. K—Q6, K—B sq.; 7. B—Kt5 and Pawns will soon fall.

If 1. . . . . B × B; then 2. P—Kt6, B—K6; 3. P—Kt7 ch., K—R2; 4. P = Q ch., K—R3; 5. Q—Kt7 ch., K—R4; 6. Q—Q5 ch., K—Kt5 (. . . . K elsewhere; 7. Q—R2 ch., &c.); 7. Q × KP ch., K—B6; 8. Q × B ch., and White now gives up Q for the BP, and easily queens the KP.

Black

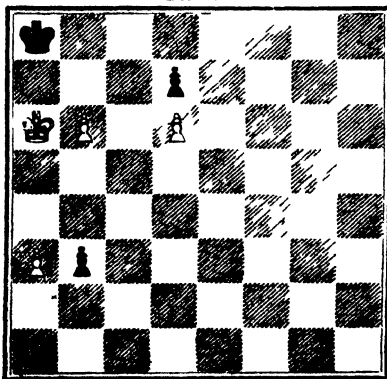


No. 10.

Snare to get  
opponent's Q  
pinned by a B.

White.

Black



No. 11.

Care in pro-  
moting Pawn.

White.

No. 10.

White.

Black.

1. R × P

Q × R ?

Falling into snare ; 1. . . . . Q × P ch. ; 2. K—Q3, K—Kt2 ; 3. B—B3, K—Kt3 ; drawn game.

2. B—B3

Q × B ch.

3. K × Q, and wins, as the P will Queen.

No. 11.

A curious example of the care sometimes needed in promoting a Pawn. Black, without move, wins :—

1. P—Kt7 ch.

K—Kt sq.

2. P—R4

P—Kt7

3. P—R5

P—Kt8 = Kt

3. . . . . P = R or Q gives stalemate. If 3. . . . . P = B ; then 4. K—Kt6, B—Q6 ; 5. P—R6, B × P ; 6. K × B stalemate.

4. K—Kt6

Kt—R6

5. P—R6

Or 5. K—R6, Kt—B5 ; 6. K—Kt5, Kt × QP ch. ; 7. K—Kt6, Kt × P ; 8. P—R6, Kt—Q sq., &c. ; the Kt, going to B2, will maintain the Black Pawn.

5. . . . .

Kt—B5 ch.

6. K—B5 •

If 6. K—Kt5, Black would only draw by . . . . Kt × P ch. ; 7. K—B5, Kt—B sq. (Kt—K sq. loses) ; 8. P × Kt = Q ch., K × Q ; 9. P—R7, K—Kt2 ; 10. K—Q6, &c. He must answer as he does to text-move, viz. :—

6. . . . .

Kt—K4

7. K—Kt6

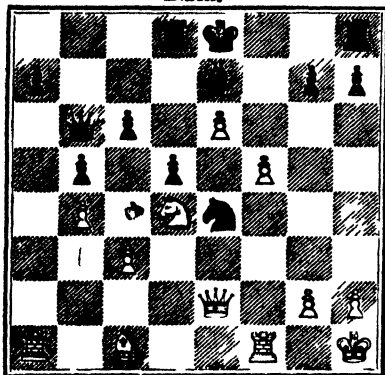
Kt—B3

8. K—Kt5

K—R2

and wins, as the White Pawns will soon fall.

Black.

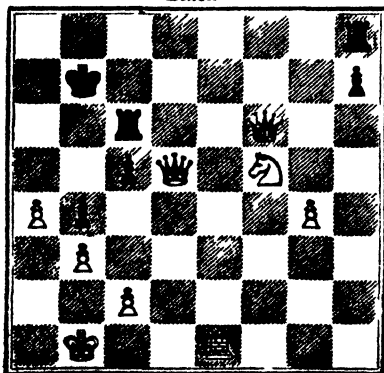


White

No. 12.

—  
 Trap to catch  
 Queen.

Black



White.

No 13

—  
 Stratagem to  
 utilise forking  
 powers of Kt.

No. 12.

Black, with move, might castle; but he might set a trap thus: 1. . . . B—B<sub>3</sub>; 2. Q—R<sub>5</sub> ch., P—Kt<sub>3</sub>; 3. P × P? (falling into snare), Kt—Kt<sub>6</sub> ch.; 4. P × Kt, P × P (gaining Q).

No. 13.

Extraordinary results may occasionally be obtained through a skilful use of the Knight's forking powers:—

White.

Black.

1. Q—Q<sub>7</sub> ch.

R—B<sub>2</sub>

If . . . K moves; then 2. R—K<sub>7</sub> is fatal.

2. Kt—Q<sub>6</sub> ch.

K—Kt<sub>3</sub>

If . . . K—Kt sq.; the disaster comes earlier.

3. Q—Kt<sub>5</sub> ch.

K—R<sub>2</sub>

4. Q—R<sub>5</sub> ch.

K—Kt sq.

5. R—K<sub>8</sub> ch!

R × R

If . . . R—QB sq.; then 6. Q—Kt<sub>6</sub> ch., &c.

6. Q × R ch.

K × Q

7. Kt × R ch.

K moves

8. Kt × Q, and wins.

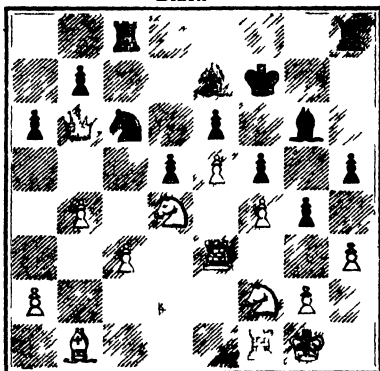
(Alexandre's 'Problèmes d'Échecs,' p. 288.)

Another is, White K at KR sq., Q at QR<sub>5</sub>, R at QB sq., Ps at QKt<sub>7</sub>, KKt<sub>2</sub>, KR<sub>3</sub>; Black K at QKt sq., Q at K<sub>2</sub>, R at Q sq., B at KKt<sub>6</sub>, P at QR<sub>2</sub>.

1. R—B<sub>8</sub> ch., R × R; 2. Q × P ch., K × Q;  
3. P × R = Kt ch., &c.



Black

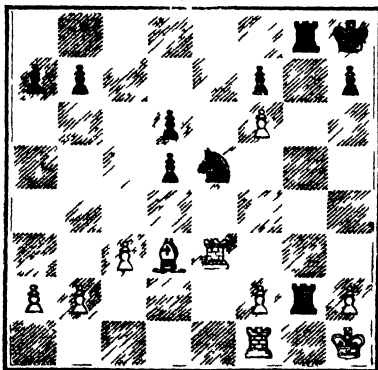


No 14

Sacrifice to get  
K into a mating  
net.

White

Black



No 15

Threat to break  
lines of  
communication.

White.

## No. 14.

White (Pollock and Cook consulting) here played 1. P—R<sub>3</sub> (to sustain the threatened KtP, but also with a deep design in view); then 1. . . . P—R<sub>4</sub>; 2. Kt × KP!, in any case obtaining a strong ~~passed~~ Pawn; but Black falls into the snare by 2. . . . K × Kt?; 3. Q × P ch.!, K × Q; 4. B—R<sub>2</sub> mate.

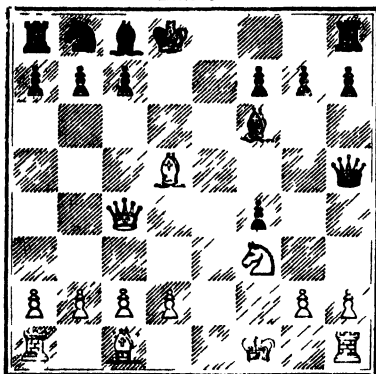
## No. 15.

An advantage may sometimes be obtained by the threat of breaking communications between two mutually supporting forces.

Black (a game, Paulsen v. Zukertort, 1877) has just brought Kt to K<sub>4</sub>. White's reply was 1. B × P!. If now Black K takes B, we get 2. R—R<sub>3</sub> ch., driving K *between the Rs*, whereupon 3. K × R, winning the exchange. Black, therefore, played 1. . . . Kt—Kt<sub>5</sub>; \* 2. B × R, Kt × R; 3. B × P, R × RP ch.; 4. K × R, Kt × R ch.; 5. K—Kt<sub>2</sub>, Kt—Q<sub>7</sub>; 6. B × P, and the Kt cannot escape; the K (after advance of KBP) can attack and win him. A player before getting his Rs into the position of the Black Rs on diagram, must take care that there is no B or Kt able to break the line of communication by posting itself (*e.g.*) at its KKt<sub>3</sub>

\* 1. . . . R(Kt sq.) . . . Kt<sub>4</sub>; 2. R—K<sub>3</sub>, and the discovered check will be fatal.

Black.

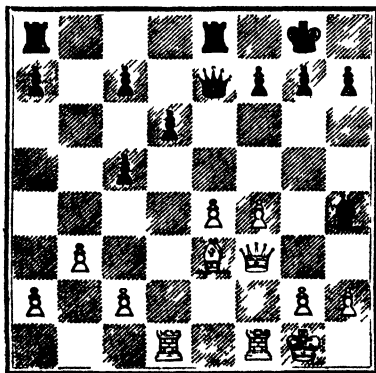


No. 16

Trap to secure  
mate with Bps

White

Black



No. 17

Win by breaking  
line of  
communication.

White

## No. 16.

White.

Black.

1. . . . .

R—K sq.

2. B × BP? He should not have assumed that Black's move was simply an "oversight"; his right move was 2. P—Q3, to unlock his Q side forces.

2. . . . .

Q × Kt ch.!

3. P × Q

B—R6 ch.

4. K—Kt sq.

R—K8 ch.

5. K—B2

B R5 mate.

(A win of Anderssen's against Riemann.)

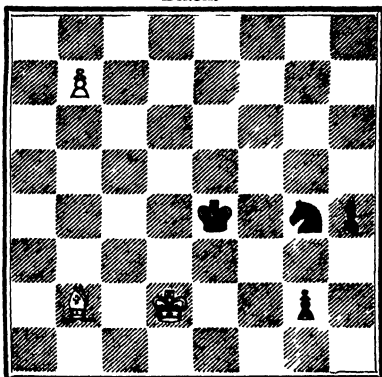
## No. 17.

This example (from Brit. Chess Mag., 1901, p. 94) is an uncommon instance of the results obtained by breaking the communications of hostile forces.

1. P—K5, P × P; 2. P × P, Q × P; 3. Q × P ch., K—R sq.; 4. B—B4, Q—B6; 5. B × P, QR—B sq.

So far, the play is natural enough; now comes in the curious surprise: 6. B—Q8, disconnecting the Black Rs and threatening the simple Q × R mate. Try 6. . . . . either R × B; 7. R × R, R × R; 8. Q—B8 ch., and mates with R; or 6. . . . . B × B; 7. Q × R mate. 6. . . . . Q—K6 ch., is no real help, as after 7. K—R sq., Black is in the same trouble. Of course, there is 6. . . . . R—KKt sq.; 7. B × B, with a clear piece ahead. If 6. R—Q8, then 6. . . . . Q—K6 ch.; 7. K—R sq., P—KR3!

Black.

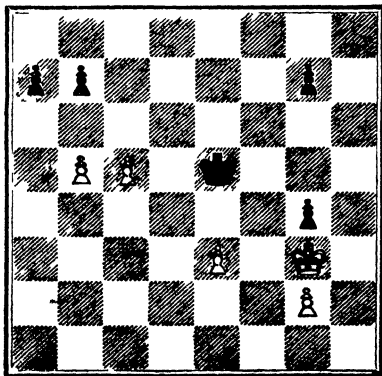


No. 18.

Sacrifice to get  
control of  
opponent's  
queening square.

White.

Black



No. 19.

Sacrifice to keep  
K from  
advanced P's.

White.

## No. 18.

(From 'Oriental Chess,' No. 117.) 1. B—Q4<sup>1</sup>. The B if not taken will stop KtP from queening; if taken, we get 1. . . . K × B; 2. P = Q, P = Q, 3. Q—R7 ch., wins Q Or 1. . . . P—R6; 2. P = Q, P—R7; 3. Q—QR8 ch., K × B; 4. Q × P, wins.

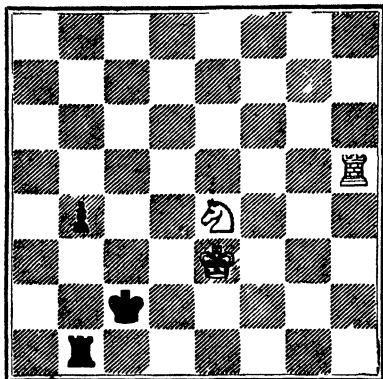
## No. 19.

White, having the move, wins by 1. P—K4<sup>1</sup>. This keeps Black K from going, for the moment, to Q4 to attack the Ps. If 1. . . . K × P, then 2. P—B6, and one of the Ps will queen straight off. If 1. . . . P—R3; then, again, 2. P—B6, wins. If 1. . . . P—R4; then 2. P—Kt6, K—K3; 3. P—B6, wins. Black's best move is 1. . . . K—K3; 2. K × P, P—R4; 3. P × P ip, P × P; 4. K—B3, and can catch the P. But notice that if Black plays 4. . . . K—Q2, White must answer 5. P—K5; then, if 5. . . . K—B3, we get 6. P—K6, and the Ps are safe.

As a corollary, set White K at QKt2, Ps at KB4 and KR4; Black K at Q4, Ps at QR7, QKt3, and KB2. White, with move, wins; 1. P—R5, K—K3; 2. P—R6, K—B3; 3. P—B5<sup>1</sup>, and wait till White K can come up. Black, with move, would win by 1. . . . K—K3. —

\* Set White K at KR sq., R at QKt sq., B at QR5, P at KR2; Black K at QB3, R at QR6, Ps at KR6, QKt7. White, with move, draws; 1. B—Kt6<sup>1</sup>, R—R8 (K × B; 2. R × P ch., and 3. K—Kt sq.); 2. B—Kt sq., &c.

Black.

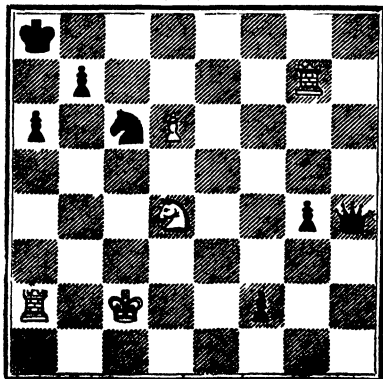


No. 20.

Stratagem to  
protect own K  
while mating  
adversary.

White.

Black



No. 21.

Stratagem to  
secure a  
perpetual check.

White.

No. 20.

White.	Black.
1. R—R2 ch.	K—Q8

Variations are (a) 1. . . . K—B8 ; 2. Kt—B5, K—Q8 ; 3. Kt—Q3 (threat of mate by R—Q2) ; or, herein, 2. . . . R—R8 ; 3. Kt—Q3 ch., and mate with R at Q2 or QKt2. (b) 1. . . . K—Kt6 ; 2. Kt—Q2 ch., K—Kt7 ; 3. Kt × R, K × Kt ; 4. K—Q3, &c.

2. Kt—B3 ch. !	P × Kt
3. K—Q3	K—B8

4. K × P, and mate, or loss of Black R, will follow. White's second move to protect his K's flank from a check is most ingenious.

No. 21.

White here snatches a draw as follows :—

1. R × RP ch.	K—Kt sq.
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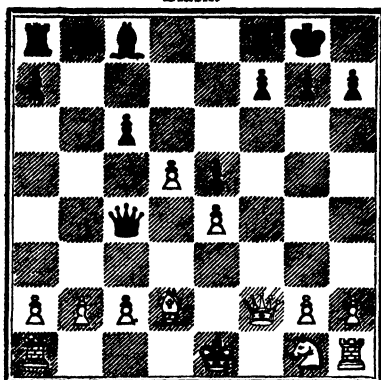
If Black hastily played 1. . . . P × R, he would lose after 2. Kt × Kt, as he would have no effectual means of preventing R—QR7 mate.

2. Kt × Kt ch.	P × Kt
3. R—Kt6 ch.	

If now Black played . . . . K—B sq., then 4. R—QB7 ch., and the other R mates at Kt8. Black, therefore, must play 3. . . . K—R sq. ; and White draws by repeating checks at R6 and Kt6.



Black.

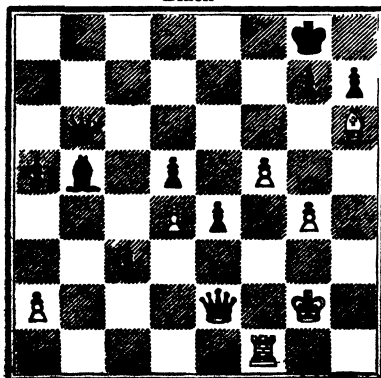


No. 22.

Sacrifice of Q to  
secure a winning  
double check.

White

Black



No. 23.

Snare by sacrifice  
of Q.

White.

No. 22.

From a game won by B. Horwitz, the celebrated end-game composer: 1. Q—B3, P—KB4; 2. P × KBP (quite a natural move), B × P; 3. Q—KKt3 (to avoid the B uncovering attack from R; but Q—K2 was better), Q—B8 ch.; 4. K × Q, B—Q6 dou. ch.; 5. K—K sq., R—B8 mate.

Somewhat similar: White K at KKt sq., Q at K7, R at K sq., Bs at QKt3 and Q4, Kt at KB3, Ps at QR2, KB4, KR2, KKt2; Black K at KKt sq., Q at Q6, Rs at QR sq., KB sq., Kts at QKt sq., KR3, B at QB sq., Ps at QR2, QKt2, QB2, KB2, KKt2, KR2.

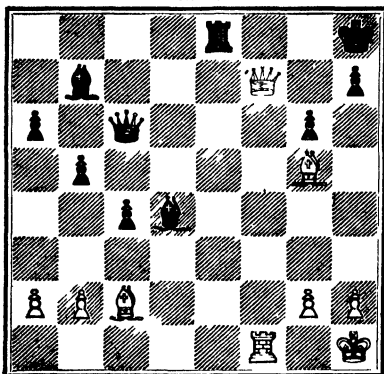
The play was: 1. P—QR3 (trap, to get Q out of way), Q × KB; 2. Q × R ch., 3. B—B5 ch., and 4. R—K8 mate.

No. 23.

White (Mr. H. E. Bird), who is in great straits, plays the ingenious 1. P—B6 as a desperate remedy. Black should have played 1. . . . P × B; 2. R—QKt sq., B × Q; 3. R × Q, P—B7; 4. R—QB6, B—B5, easily winning; but, giving way to the temptation, played:—

White.	Black.
1. . . . .	B × Q
2. P—B7 ch.	K—B sq.
3. B × P ch.	K × B
4. P = Q ch.	K—Kt3
5. Q—KKt8 ch.	K—R3
6. R—KR sq. mate.	

Black.

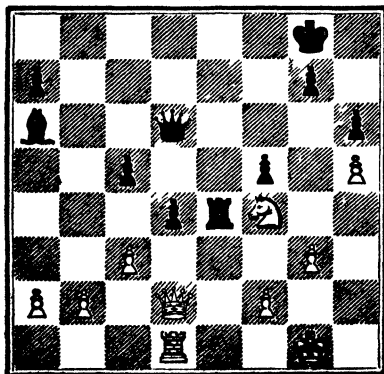


No. 24.

Stratagem to  
obtain perpetual  
check.

White.

Black.



No. 25.

Trap, to win Q  
by withdrawing  
her support.

White.

## No. 24.

White, with an inferior game, escapes almost certain loss by deftly drawing Black Q from guarding her KB<sub>3</sub>.

White

Black.

1. B—K<sub>4</sub>

Q × B

It is either gain a piece and draw the game, or lose a piece and the game.

2. B—B<sub>6</sub> ch.

B × B

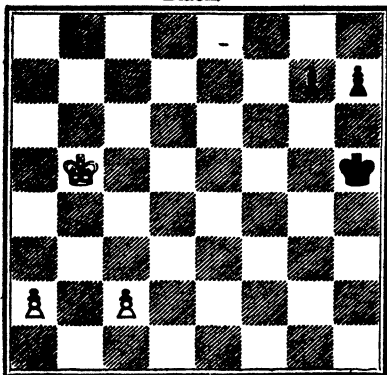
3. Q × B ch., and draws by alternately checking at B<sub>7</sub> and B<sub>6</sub>

## No. 25.

This position arose in the second game of the Steinitz-Zukertort match, 1886. Zukertort (Black) here played 1. . . . P—Q<sub>6</sub>, which White answered by 2. P—Kt<sub>3</sub>. But suppose White had been beguiled into 2. Kt × P, we should get 2. . . . B × Kt, winning a piece; for 3. Q × B would be fatal on account of . . . . R—K<sub>8</sub> ch. withdrawing (or capturing) the Q's support; and if 3. K—Kt<sub>2</sub> (threatening Q × B), then . . . . P—QB<sub>5</sub> would secure the B, and 4. P—Kt<sub>3</sub> could be met by . . . . Q—K<sub>3</sub>.

Here is a curious draw: White K at KR<sub>7</sub>, R at QKt<sub>6</sub>, Kt at QR<sub>6</sub>; Black K at QR sq., Ps at QR<sub>7</sub>, KR<sub>5</sub>, KKt<sub>6</sub>. White plays 1. Kt—Kt<sub>8</sub>, if Black queens; he loses by 2. Kt—B<sub>6</sub>, Q—R<sub>2</sub> ch. (no better); 3. Kt × Q, K × Kt (P moves, 4. Kt—B<sub>6</sub>); 4. R—Kt<sub>6</sub>. Draw by 1. . . . K—R<sub>2</sub>; 2. R—Kt<sub>4</sub>, P = Q; 3. Kt—B<sub>6</sub> ch., K—R<sub>3</sub>; 4. Kt—Kt<sub>8</sub> ch., &c. ('La Stratégie.')

Black.

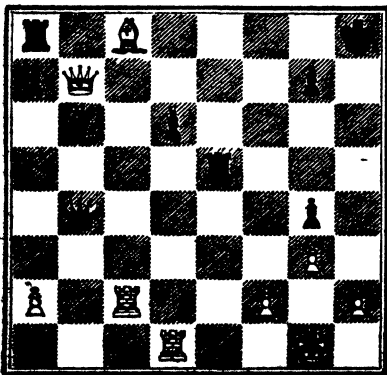


No. 26.

Care in queening  
Pawns.

White.

Black.



No. 27.

Sacrifice of R to  
secure perpetual  
check.

White.

## No. 26.

When you are hurrying with a P to queen, and your opponent can also queen, look carefully at the moves that may be played *after both have queened*. Does your new Q check at once? will it have open lines of action? White here, with move, if a careless player, would probably be satisfied with a drawn game (as he would get by queening the RP). But try 1. P—B4, P—Kt4; 2. P—B5, P—Kt5 . . . ; 5. P = Q, P = Q; 6. Q—QB5 ch., Q × Q; 7. K × Q, K—Kt5; 8. P—R4, and controls (when queened) Black's queening square.

## No. 27.

From a game between Mr. Blackburne and Mr. Bird, 1879. Black, having to play, beautifully secures a draw by:—

White.

1. . . . .

By 1. . . . . Q—K5; 2. Q × Q, R × Q; 3. B—Kt7, he would lose.

2. Q × R

3. R × R

Black.

R—Kt sq. !

R—K8 ch. !

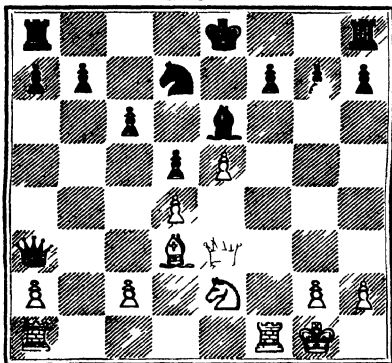
Q × R ch.

and draws by perpetual check; for after 4. K—Kt2, Q—K5 ch.; 5. K—B sq., Black cannot take R (because of 6. B—B5 dis. ch., winning), but must proceed 5. . . . . Q—R8 ch., &c.

Now notice the pit Black avoided at his second move. Suppose the tempting 2. . . . . B × P ch.; then 3. R × B, Q × Q; 4. R—B8 ch., K—R2; 5. B—B5 ch., R × B; 6. R × Q, and wins.

(Rachmann's 'Schachpartien,' vol. ii. p. 62.)

Black.

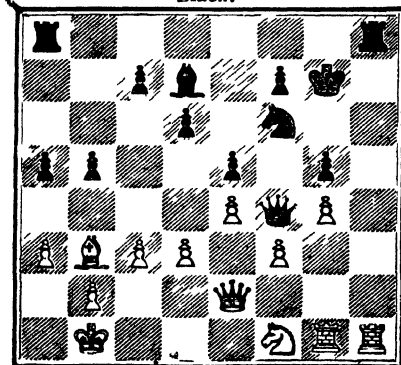


No 28.

—  
Trap to catch  
opponent's  
Queen

White.

Black.



No. 29.

—  
Sacrifice of P  
get open line  
for R

White.

## No. 28.

Where your Q or R is in a position similar to that of Black Q in diagram, you are always liable to loss from an intervening piece (here the White KB) giving a check, and thus exposing your piece to capture. Here White played 1. Kt—B<sub>4</sub>; whereupon Black retreated Q to K<sub>2</sub>, seeing the danger. What was threatened is, 2. Kt × B; and if Black (to regain the piece) plays 2. . . . P × Kt, then 3. B—Kt<sub>6</sub> ch., P × B; 4. Q × Q, winning Q for B.

From the 12th game of the Morphy v. Löwenthal match, 1858. After 2. R—Kt sq., Black made the mistake of castling (Q), and Morphy at once used the open file for attack on K.

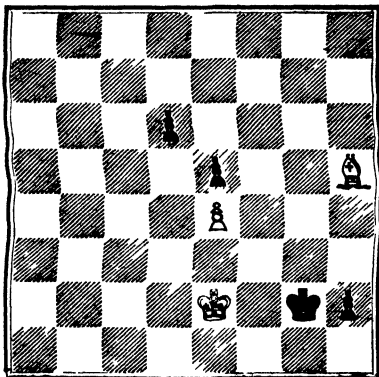
## No. 29.

White.	Black.
1. . . . .	P Kt <sub>5</sub>
2. BP × P	P × P
3. P × P	R—R <sub>8</sub> ch.
4. K × R	Q—B <sub>8</sub> ch.
5. K—R <sub>2</sub>	R— R sq. ch.
6. B—R <sub>4</sub>	B—K <sub>3</sub> ch.
7. P—Kt <sub>3</sub>	R × B mate.

From the first game in tie-match, Weiss-Tchigorin, New York, 1889—one of the finest games ever played and ending in a draw.



Black.

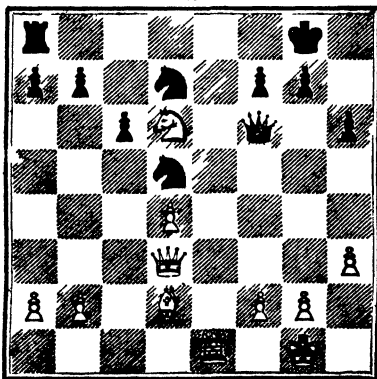


No. 30.

Win by sacrifice  
of B.

White.

Black



No. 31.

Tempting  
opponent to  
equalise forces,  
and so fall into a  
snare.

White.

## No. 30.

An excellent old study from 'Oriental Chess' (No. 102):—1. B—B3 ch., K—Kt8; 2. B—R sq., K × B; 3. K—B sq., P—Q4; 4. P × P, P—K5; 5. F—Q6, P—K6; 6. P—Q7, P—K7 ch.; 7. K × P, K—Kt7 (*a*); 8. P = Q, P = Q; 9. Q—Kt5 ch., K—R6; 10. Q—KR5 ch., K—Kt7; 11. Q—Kt4 ch., K—R7; 12. K—B2, Q—B6 ch. (in hope of 13. Q × Q stalemate); 13. K × Q.

(*a*) 7. . . . . K—Kt8; White cannot now, after the Pawns have queened, check on Kt file, as Black by 9. . . . . Q—Kt2 ch. would draw; but 9. Q—Q4 ch., K—Kt7; 10. Q—KKt4 ch., &c., as before. *Cf.* No. 67.

## No. 31.

White here plays 1. Kt × KtP; tempting Black (who, however, saw the snare) to recover it by 1. . . . . R—Kt sq.; 2. Kt—R5, R × P; when this would happen:—

White.

Black.

3. R—K8 ch.

Kt—B sq.

4. R × Kt ch.

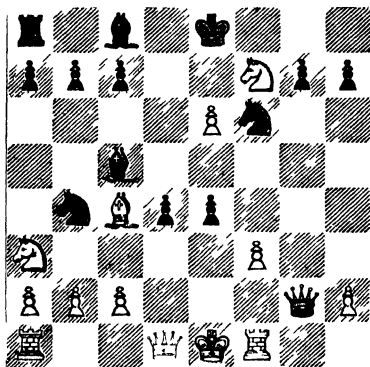
K × R

5. Q—R3 ch., winning R, and remaining with a piece ahead.

Black avoided this by 2. . . . . P—KKt4; 3. Kt—B4. (From a game won by Anderssen (White) in the 1862 Tournament.)

A neat stalemate; White K at QKt5, B at KKt5, Ps at QKt6, QKt2, QR4, Q4; Black K at KB8, Ps at QKt2, Q3, Q4, KKt6, KR6; White cannot be prevented from playing 1. B—Q2, 2. B—R5, 3. P—Kt4.

Black.

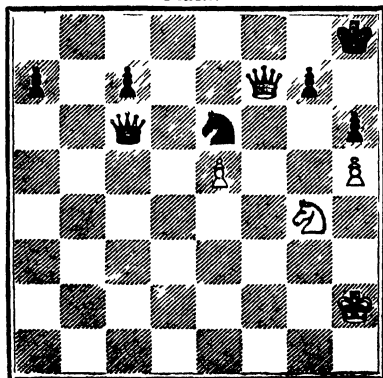


No. 32.

Trap by sacrifice  
of a B.

White.

Black.



No. 33.

Winning  
reduction of  
forces.

White.

## No. 32.

The Black K Bishop's check being fatal, the object of the trap is to draw away the P, which might shut off that check.

White.

Black.

1. . . . .

B × P

2. B × B?

Falling in with Morphy's wish to draw off the B from guarding White's Q3. 2. Kt—K5 was best.

2. . . . .

Kt—Q6 ch.

3. P × Kt

B—Kt5 ch.

4. Q—Q2

Q × Q mate.

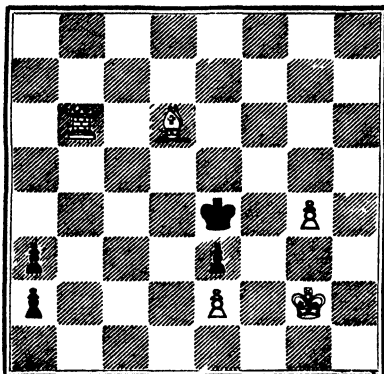
## No. 33.

First game of Morphy-Anderssen match, 1858. Anderssen (Black) won through a lengthy process; but might have won in a much shorter and more artistic manner by forcing exchange of Qs. Where you have a certain Pawn win, work off the pieces.

1. . . . . Q—B7 ch.; 2. K—Kt3 (not 2. K—R3, Kt—Kt4 ch.; nor 2. K—R sq., Q—Q8 ch.; wins Kt), Q—B6 ch.; 3. K—Kt2, or R2 or R4, Q—KR6 ch.; 4. K × Q, Kt—Kt4 ch., &c.; or 3. K—B2, Q—Q5 ch.; 4. Kt—K3, Q—KB5 ch.; forcing exchange of Qs.

White now, knowing the game, would have resigned; but, with Qs on the board, he was justified in continuing play; some chance of a draw by perpetual check might arise. In other words, Qs on the board might be good for White, but could not help Black.

Black

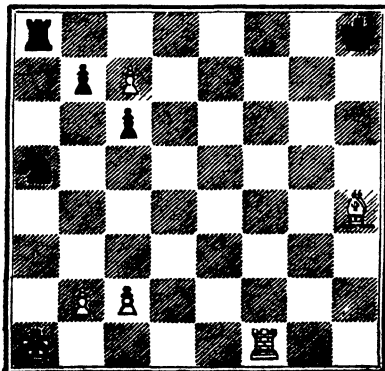


No. 34.

Trap to get K  
on diagonal  
with Queen.

White.

Black.



No. 35.

Stratagem to  
ensure a Pawn  
queening.

White.

No. 34.

White.	Black.
1. R—Kt4 ch.	K—Q4
2. R—Q4 ch.	K × R

If K plays otherwise ; 2. R—Q sq., and wins the Pawns.

3. B—B8, so that if P should queen, B—Kt7 ch. may win it.

Black has now nothing better than 3. . . . K—B6 ; whereupon 4. P—Kt5, K—Kt7 ; 5. P—Kt6, P—R8 = Q ; 6. B—Kt7 ch., K—Kt8 ; 7. B × Q, K × B ; 8. P—Kt7, K—Kt8 ; 9. P—Kt8 = Q, P—R7 ; 10. Q × P ch., K × Q ; 11. K—B3, takes the Black P, and queens its own P.

No. 35.

The possibility of advancing a passed P to its queening square by a sacrifice should never be far away from the mind of a chess-player.

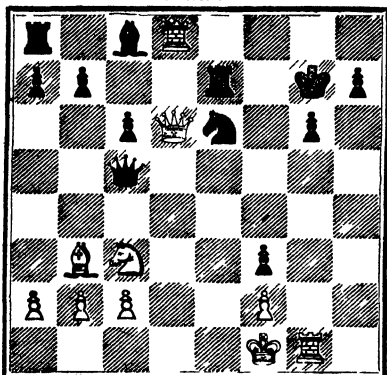
1. R—B8 ch. !                      R × R
2. B—Q8, and the P will safely queen.

Black, with the move, would mate in two moves by 1. . . . Kt—Kt6 dou. ch., and 2. . . . R—R8.

As a corollary, put White K at KB4, B at Q2, Ps at QR6, QKt5, QB4 ; Black K at K2, B at Q5, Ps at QR2, QKt3, QB4 :—

White with move wins by 1. B—R5, P × B ; 2. P—Kt6, and one of the Ps will queen ; or 1. . . . K—Q2 ; 2. B × P, K—B sq. ; 3. B × RP, &c.

Black.

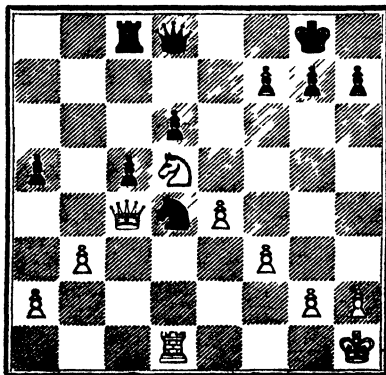


No. 36

Sacrifice to pin temporarily a hostile Kt which supports Queen.

White.

Black



No. 37.

Winning reduction of forces.

White.

No. 36.

White.	Black.
1. R—Kt8 ch.!	K × R

1. . . . . K—B2 comes to same thing. If 1. . . . . K—B3 ; then 2. Kt—K4 ch., wins Q ; 1. . . . . K—R3 is not much better ; 2. R—R sq. ch., K—Kt4 ; 3. Kt—K4 ch., again.

2. Q × Q, as the Kt cannot retake.

(From a game won by Capt. Mackenzie.)

No. 37.

It is a modern principle of play to establish a majority of Pawns on the side on which the Kings have not castled. White, that he may do this, takes an opportunity to reduce the forces, thus :—

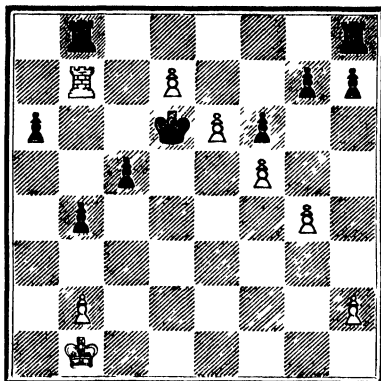
1. R × Kt	P × R
2. Kt—K7 ch.	

Here it might seem that 2. Q × R would come to much the same thing ; but it loses, 2. . . . . Q × Q ; 3. Kt—K7 ch., K—B sq. ; 4. Kt × Q, P—Q6 ; and this P cannot be stopped. Everything depends upon who has the move after the big exchanges are completed.

2. . . . .	Q × Kt
3. Q × R ch.	Q—B sq.
4. Q × Q ch.	K × Q
5. K—Kt sq.!	K—K2
6. K—B2	P—Q4
7. P—K5	K—K3
8. K—K2	K × P
9. K—Q3, and will win easily.	



Black.

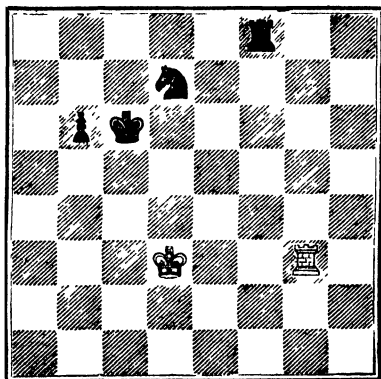


No. 38.

Stratagem to  
obtain a dis-  
covered check.

White.

Black.



No. 39.

Stratagem to gain  
the opposition  
and win in  
simplest way.

White.

No. 38.

Won by the great French player, De la Bourdonnais, in the following manner :—

- | White.                              | Black. |
|-------------------------------------|--------|
| 1. P—K7                             | K × KP |
| 2. P—Q8 = Q dou. ch.                | K × Q  |
| 3. R × R ch., and wins the other R. |        |

Otherwise, if 1. . . . R × R ; 2. P - Q8 = Q ch., R × Q ; 3. P × R = Q ch., and Q wins against R.

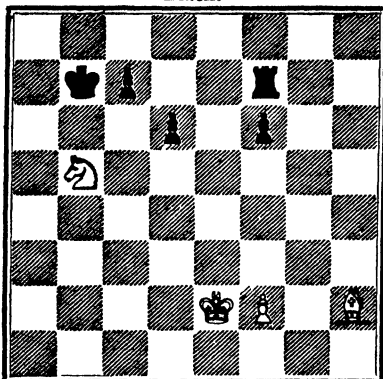
No. 39.

The shortest and simplest way of winning is ever the best. The experienced player's object, when he has the best of it, is to break down all possible resistance. In this position, the tyro might laboriously push K, P, and Kt on towards White's side of board, spending much time on it, and running chances of accidents. All he need do is this :—

- |            |            |
|------------|------------|
| 1. . . . . | R - B6 ch. |
| 2. R × R   | Kt—K4 ch.  |
| 3. K—K3    | Kt × R     |
| 4. K × Kt  |            |

The Pawn cannot now be stopped ; *e.g.* 4. . . . . K—B4 ; 5. K—K3, K - B5 ; 6. K—Q2, K—Kt6. When K thus gets to sixth square of the P's file, queening (except sometimes with a RP) is assured. It is safest here to push on the K ; if P were played first, White might have drawing chances.

Black.

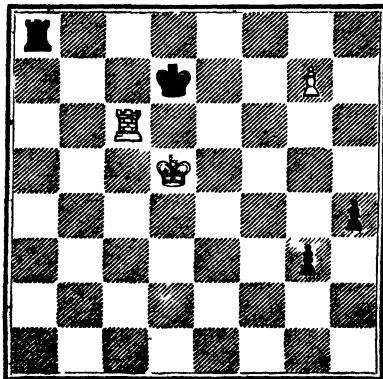


No. 40.

Trap by sacrifice  
of a Bishop.

White.

Black.



No. 41.

Stratagem to  
keep the  
advantage of the  
move.

White.

No. 40.

White.

Black.

1. B × P. This will anyhow get rid of the strong passed Pawns; but it also sets a trap into which a beginner might fall, as—

1. . . . .

P × B

The right move is 1. . . . . K—B<sub>3</sub>; whereupon 2. B × P, K × Kt, and White should draw.

2. Kt × P ch.

K—B<sub>3</sub>

3. Kt × R, and wins.

No. 41.

Some very instructive play comes in here :—

1. R—QR6!

If Black takes the R, then 2. P = Q, and White will win easily; so he plays 1. . . . . R—KKt sq., and the game goes on.

2. R—R<sub>7</sub> ch.

K—K sq.

3. K—K<sub>6</sub> (threat of mate)

3. . . . .

K—Q sq.

4. R—R<sub>8</sub> ch.

K—B<sub>2</sub>

5. R × R

P—Kt<sub>7</sub>

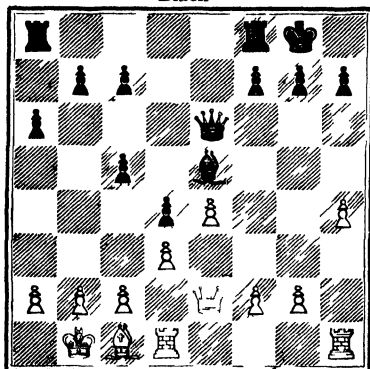
6. R—QB<sub>8</sub> ch.

K × R

7. P—B<sub>8</sub> = Q ch., and takes KtP.

If Black had played 1. . . . . R—K sq., White would still play 2. R—R<sub>7</sub> ch., K—Q sq.; 3. R—R<sub>8</sub> ch., winning easily. Or 1. . . . . R—Q sq.; 2. R—Q<sub>6</sub> ch., exchanging Rs and queening.

Black

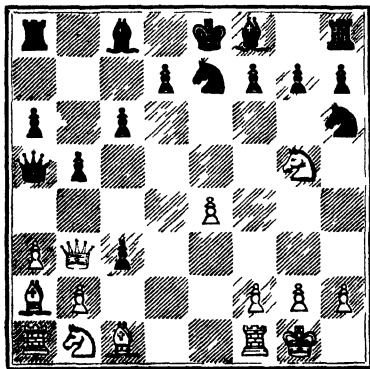


White

No 42.

Seizing chance  
to get a passed  
Pawn

Black



White.

No 43.

Trap by allowing  
opponent to  
queen a Pawn.

## No. 42.

If not strictly within the subject-matter of this book, the position given here is of much practical use. The importance of a passed Pawn, particularly if supported by a fellow Pawn (so that capturing it means loss of a piece), must never be lost sight of. Its existence means more or less anxiety and constraint to the other side. Black here incautiously advanced KBP, and we get

White.

Black.

1. . . . .

P - KB4

2. P—KB4

B Q3

3. P—K5 !, with a greatly improved position.

(From 10th game in Lasker-Steinitz match, 1896; Lasker was White.)

## No. 43.

Black has just moved Q to R4, to stop the mate White was threatening by Q × P ch., &c. But . . . . P—Q4, to develop his forces, would have been much better.

1. R—K sq. !

Black reasons: "Bad mistake! I can either queen my Pawn, or mate him;" accordingly he plays—

1. . . . .

P × P

2. R—Q sq.

P × R = Q

3. Q × BP ch.

Kt × Q

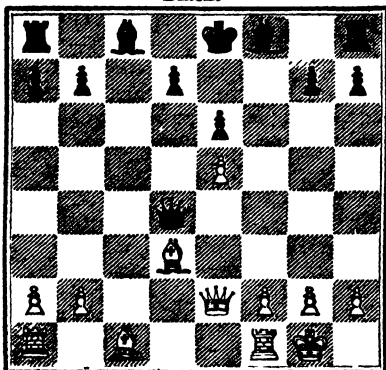
4. B × Kt ch.

K—Q sq.

5. Kt—K6 mate

-

Black.

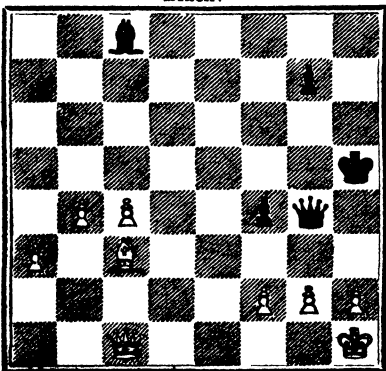


No. 44.

Trap to catch Q.

White.

Black.



No. 45.

Care to keep  
line of attack  
closed.

White.

## No. 44.

Here White moves 1. P—QKt3, setting a trap for Black Q. Suppose (instead of 1. . . . . Q—KR5) Black had taken the R; we should get 2. Q—R5 ch., P—KKt3; 3. B × P ch., P × B; 4. Q × P ch., K—Q sq.; 5. B—Kt5 ch., and the R will capture the unprotected Black Q.

## No. 45.

Black wins as follows: 1. . . . . P—B6; 2. P—Kt3 (best).

Try 2. Q—KB(KKt) sq., P × P ch.; 3. Q × P, Q—Q8 ch.; 4. Q—Kt sq., B—Kt2 ch.; or, 2. P × P, Q × P ch.; 3. K—Kt sq., B—Kt2 wins.

Play proceeds, 2. . . . . Q—R6; 3. Q—KKt sq.

Now 3. . . . . K—Kt5 is necessary. Black must keep the KKt file closed; else we should get 4. P—Kt4 ch. ! (getting KKt3 free for his Q, drawing at least), and it might be *White* who would win.

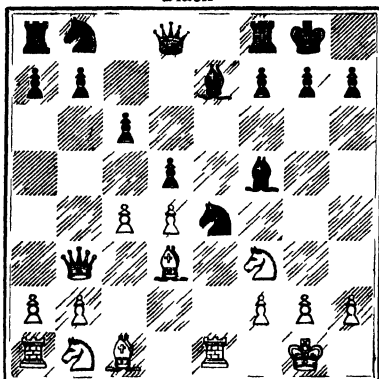
But, after blocking the Kt file, we have 4. P—Kt5, B—B4; 5. P—Kt6, B—Q6; 6. P—Kt7, B—B8; 7. P = Q, B—Kt7 ch.; 8. Q × B, Q × Q mate.

Set White K at QB4, R at KB sq., P at QR6; Black K at QR5, R at QKt8, Ps at QKt6, QB7.

White wins by 1. R—QB sq. (gaining time for Pawn)!, R × R (P—Kt7 is no better); 2. P—R7, K—R6; 3. P = Q ch., K—Kt7; 4. Q—R4, &c.



Black

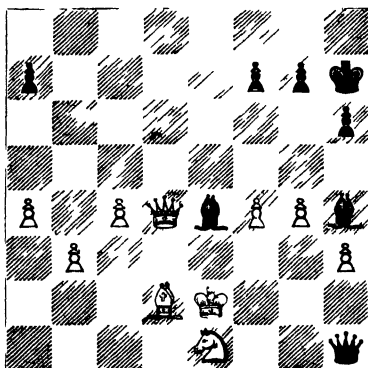


No 46

Sacrifice of R to  
ensnare Q

White

Black



No 47

Sacrifice to  
prevent opponent  
checking

White.

## No. 46.

(From a game, Tarrasch *v.* Walbrodt, Nuremberg, 1894.)

Before you put your Q into a recess to capture a hostile piece, make sure she will be able to get out.

White.

Black.

1. . . . .

P × P

Dr. Tarrasch made the correct answer, 2. B × P ; but a novice might think, "If I take KtP, he will not capture the B, else he will lose the exchange." This is how it would result :—

2. Q × KtP

P × B

3. Q × R

Q—B<sub>2</sub>

and how is White Q going to escape when Black's QKt has moved?

---

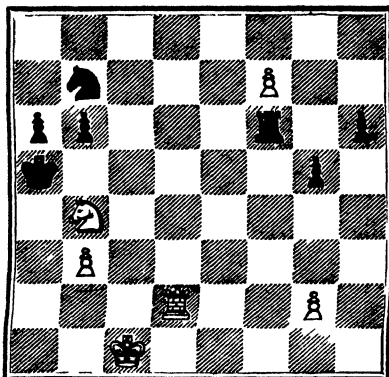
## No. 47.

A celebrated win by Kolisch from Neumann, in the Paris Tournament, 1867.

1. . . . . P—B<sub>4</sub>! (the reason will follow); 2. P × P? (Q—K<sub>3</sub> was best), Q—R<sub>7</sub> ch.; 3. K—Q sq. (K—K<sub>3</sub> (or A), B—KB<sub>7</sub> ch., wins Q), B × Kt; 4. K × B (if B × B, then . . . . Q—QB<sub>7</sub> mate); [note that, except for the sacrifice at first move, White might here play 4. Q × B ch., winning;] 4. . . . . Q—R<sub>8</sub> ch.; 5. K—K<sub>2</sub>(B<sub>2</sub>), Q—B<sub>6</sub> ch.; 6. K—K sq., B—Q<sub>6</sub>; 7. Q—B<sub>2</sub>, Q—R<sub>8</sub> ch., &c.

(A.) If 3. K—B sq., Black wins in similar way by . . . . B × Kt; 4. K × B, &c. One of the neatest things ever done.

Black.

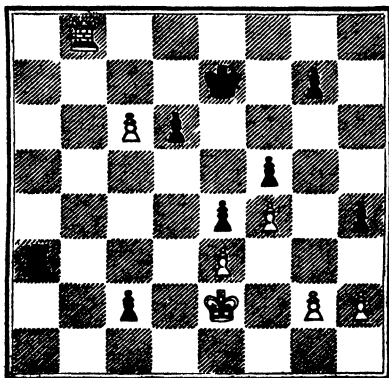


No. 48.

Stratagem to  
ensure queening  
a Pawn.

White.

Black.



No. 49.

Stratagem by  
sacrifice of a  
Rook.

White.

## No. 48.

The ingenious dovetailing of moves in this is worthy of attention ; something like it turns up from time to time in actual play, when experience of such things enables you to see and grasp your chance :—

White.	Black.
1. R—KB2 !	R × R (must)
2. Kt—B6 ch.	K—Kt4
3. Kt—Q4 ch.	K moves
4. Kt—KB3, and the P will queen.	

## No. 49.

1. K—Q2	R—B6 !
---------	--------

White had to get to the Pawn. Black's move has the double result of maintaining his own P and of gaining White's advanced P.

2. K—B sq.	R × BP
3. R—Kt3	K—B3

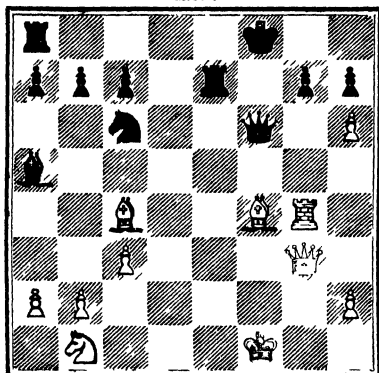
White's move is to prevent Black R from going to B6 and afterwards taking KP ; 3. R—Kt2, K—K3 ; 4. R × P, R × R ; 5. K × R, &c. ; would only lose in another way. Black, by changing off his QP, would free the KP.

4. R—R3	P—Kt4
5. P—Kt3	RP × P
6. RP × P	P × P
7. KtP × P	K—Kt3

Black wins easily, his K coming to rear of the White Ps.

(Won by Morphy against Harrwitz, third game.)

Black.

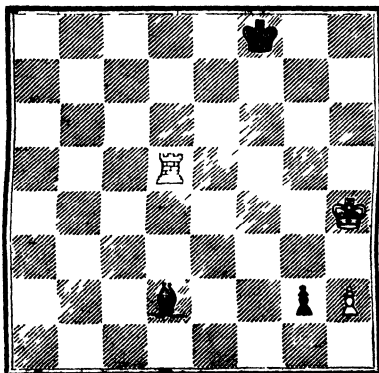


No. 52.

Sacrifice to force  
P to queen.

White.

Black.



No. 53.

Trap to secure  
stalemate.

White.

## No. 52.

One of Morphy's wins. 1. R—Kt6, Q × R (if . . . . P × R ; 2. P—R7 wins at once ; if . . . . Q—B4 ; 2. P × P ch.) ; 2. Q × Q, P × Q ; 3. P—R7, and Black in desperation continued . . . . R—K8 ch. ; 4. K × R, K—K2 ; 5. B—Kt8, forcing passage for P.

## No. 53.

The play in this, one of M. Troitzky's compositions, is most ingenious :—

- |              |           |
|--------------|-----------|
| White.       | Black.    |
| 1. R—KB5 ch. | K—Kt2 (a) |
| 2. R—B3      |           |

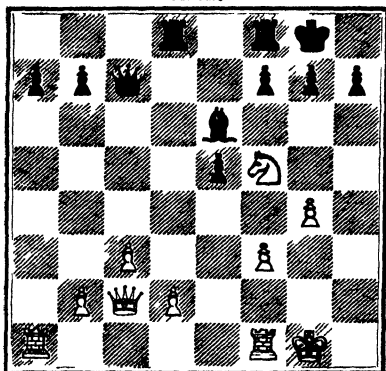
If 2. K—R3, Black's answer would be . . . . P—Kt8 = R (not . . . . P = Q, as 2. R—Kt5 ch. would then force stalemate), though Black would hardly win with the R.

- |   |                   |
|---|-------------------|
| 2. . . . .  | B—K8 (or Kt4) ch. |
| 3. K—R3   | P—Kt8 = Q or R    |
| 4. R—B7 ch., and continually offers itself to K ; e.g. 4. . . . . K—Kt3 ; 5. R—B6 ch., K—R4 ; 6. R—R6 ch. |                   |

(a) Black may go to the K file, thus : 1. . . . . K—K2 ; 2. R—K5 ch., K—B3 ; 3. R—K sq.!! (threatens R—Kt sq., and to take P), B × R ch. ; 4. K—R3, P = Kt ch. (avoiding stalemate) ; 5. K—Kt2, Kt—K7 ; 6. K—B sq., draws.

If White were to play 1. R—KKt5, Black would win by B × R ; 2. K—R3, P—Kt8 = Kt ; the Kt escaping and, with the B, mating, after bringing up K to capture White P.

Black.

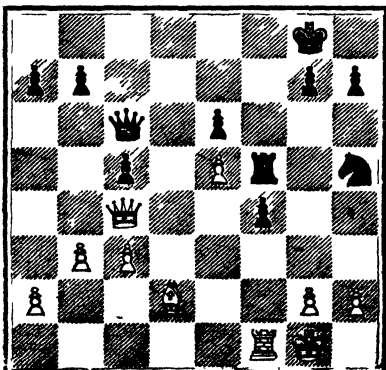


No. 54.

Sacrifice to  
withdraw  
opponent's Q  
from play.

White.

Black.



No. 55

Forcing Q  
to  
unguarded  
square.

White.

No. 54.

White.

Black.

1. R × P

White wants to get Kt to K7; so he makes a move which Black is likely to think an oversight.

1. . . . .

Q—Kt3 ch.

Here, if Black had first changed off the Kt, he could have easily won.

2. K—Kt2

Q × R

Here again . . . . B × Kt!

3. Kt—K7 ch.

K—R sq.

4. Q × P ch.

K × Q

5. R—KR sq. mate

No. 55.

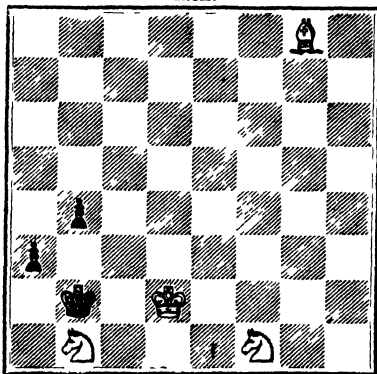
(From a game, Teichmann v. Mises, Vienna, 1903.)

1. P—KKt4 (wins a piece, as to take P i. p. is ruinous), R × P; 2. P × Kt, R—Kt4 ch.; 3. —B2, Q—Kt7 ch.; 4. K—K1, R—K4 ch.; 5. K—Q1, P—B6 (White K should get into safety QB1, but); 6. B—B4, and the answer is . . . . —QKt4.

The Q, of course, must move, yet must watch her K2, KB1 (but can only do so from sqs. Q3, Q4, Q5) on which she will stand unguarded, e.g. 7. Q × KtP, Q—K7 ch.; 8. Q × Q, P × Q; 9. —K1, P × R bec. Q ch.; 10. K × Q, R—B4, ins.



Black.

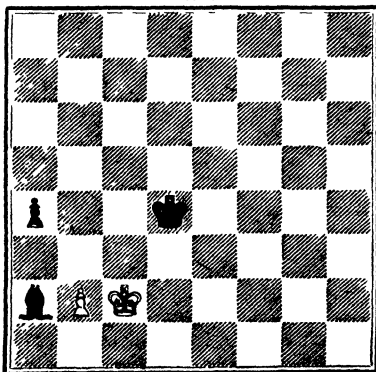


White.

No. 56.

Sacrifices to  
restrain  
opponent's  
King.

Black.



White.

No. 57.

Care in queening  
Pawn.

## No. 56.

That White would in any case draw is pretty evident; but, with move, he ingeniously wins, thus :—

1. Kt × P, P × Kt (if K took, then 2. K—B2, and there would be the win of K, B, and Kt, against K); 2. B—R2 !, K—R8; 3. K—B sq., K × B; 4. K—B2, K—R8; 5. Kt—Q2, K—R7; 6. Kt—B3 !, K—R8; 7. Kt—Q4, K—R7; 8. Kt—K2, K—R8; 9. Kt—B sq., P—R7; 10. Kt—Kt3 mate. If 2. . . . K × B; then, of course, 3. K—B2, and the mate will be a move sooner.

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## No. 57.

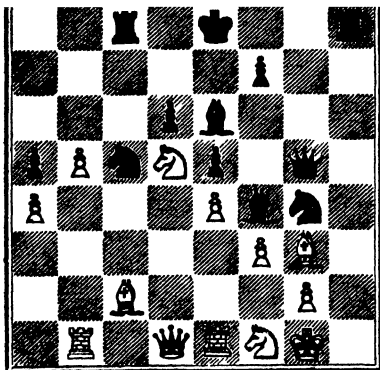
Here if Black plays 1. . . . K—B5, White forces a draw by 2. P—Kt3 ch., P × P (no better); 3. K—Kt2, and 4. K—R sq.; if 1. . . . K—B4, then 2. P—Kt4 ch., also draws.

Black's right play is 1. . . . K—Q4 !, then, if White P advances, we might have 2. P—Kt4 (if to Kt3, Black still answers), P—R6; 3. K—B3, K—B3; 4. K—B2, K—Kt4; 5. K—B3, K—R5, and the P will fall.

If 2. K—B3 (K—Q3 comes to much the same), then . . . . B—Kt6; 3. K—Q3, K—B4; 4. K—B3, K—Kt4; 5. K—Q3, K—Kt5; 6. K—Q2, K—B5; 7. K—B sq., B—R7; 8. K—B2, K—Kt5; 9. K—Q2, B—Kt8; 10. K—B1, B—Kt3; 11. K—Q2, K—Kt6, wins.

Lastly, with 2. K—B sq. (Q2 or Q. sq.) we get . . . . K—B5; 2. K—B2, K—Kt5; 3. P—Kt3 (no better), P—R6 !, wins.

Black.

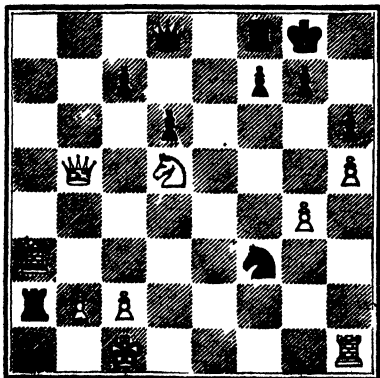


No. 58.

Sacrifice of R to  
bring Q into  
play.

White.

Black.



No. 59.

Various sacrifices  
and surprises.

White.

No. 58.

Black (Blackburne, International Tournament, London, 1899) here uses the open R file in the following manner: 1. . . . R—R8 ch. !; 2. K × R, B × B (threatens . . . . Kt—B7 ch., winning Q); if (to save Q) White plays 3. R—K2, then 3. . . . Kt—B7 ch.; 4. R × Kt, Q—R5 ch.; 5. K—Kt sq., B × R mate. If 3. P × Kt, then 3. . . . Q—R5 ch., and 4. . . . B—B7 mate. If 3. Q—K2, then 3. . . . Q—R5 ch., and 4. . . . B—B7 ch., and White must give up his Q. The actual play was 3. Kt × B, Kt—B7 ch.; which wins Q and game. Cf. No. 6.

No. 59.

The magnificent play we here give took place in the Paris Tournament, 1867, in a game won by S. Loyd (the problemist) v. Golmayo.

White had just played 1. R—QR3; then comes 1. . . . R—R8 ch. !; 2. R × R, Q—Kt4 ch.; 3. K—Kt sq. (else . . . . Q—Q7 mate), Kt—Q7 ch.; 4. K—B sq. (best), Kt—Kt6 dou. ch.; 5. K—Kt sq., Q—B8 ch.; 6. R × Q (a), Kt—Q7 ch.; 7. K—R2, R—R sq. ch.; 8. Q—R4, R × Q mate.

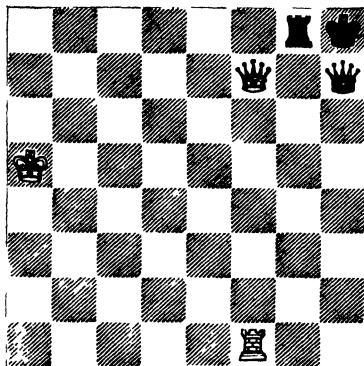
(a) White would have done better by 6. K—R2, Q × BP; 7. Kt × P (not 7. Q × Kt, \*R—R sq. ch.; 8. Q—R3, Q—B5 ch.; 9. K—Kt sq., R × Q; 10. P × R, Q × Kt), Kt × R; 8. Kt—R6, Kt—Kt6; 9. Q × Kt, but Black by . . . . Q—B3, regains the piece, with a Pawn ahead and the better position.

---

\* Nor 7. Q—Kt7, Kt—Q7 !.

## No. 60.

Black.



No. 60.

Various  
stratagems.

White.

This position has many instructive lessons ; the forces are equal, but White wins through the confined situation of Black K.

White.

1. Q—B6 ch.

2. R—KKt sq.

Black.

R—Kt2

Here 2. Q—Q8 ch. looks good ; so it would be if Black answered 2. . . . R—Kt sq. ; 3. Q—Q4 ch., R—Kt2 (best) ; 3. R—B8 ch., winning Q ; but Black would play 2. . . . Q—Kt sq. !, and 3. R—B8 is of no use on account of the checks to White K from the Black R acting along KKt file ; suppose, to escape these checks, White K sheltered at QR8, then Black would draw by . . . Q × R ! ; Q × Q ch., R—Kt sq. ; and bare Ks would be

left. If White plays 2. Q—K5, Black brings his Q to R6, making room for his K on R file.

White.

Black.

2. . . . .

Q—R4 ch.

3. K—Kt6 !

Q—R2

If 3. . . . . Q—B2 ?, she would be lost by 4. R—KR sq. ch., K—Kt sq. ; 5. Q—Q8 ch., Q—B sq. ; 6. R—R8 ch., K × R ; 7. Q × Q ch., a series of moves that should be carefully noted.

4. Q—Q8 ch.

R—Kt sq.

4. . . . . Q—Kt sq. ; 5. Q—R4 ch., Q—R2 ; 6. Q—B6, would come to the same position as the moves in text.

We now get an instructive instance of the art of losing a move, *i.e.* of taking two moves to do what would be as well done in one move, except that the course taken throws upon the opponent the burden of moving, when to stand still would be his only hope. Here 5. Q—B6 ch., R—Kt2 ; 6. Q—K5 (to keep R pinned) comes to nothing, as Black would begin checking with Q from KR3, &c. ; but White by taking *two* moves to get to KB6, wins easily, thus :—

5. Q—Q4 ch. !

R—Kt2

6. Q—B6

As Black Q cannot check without being lost, and as 6. . . . . Q—Kt sq. ; 7. R—KR sq. ch. means ruin, there is nothing left but to move K.

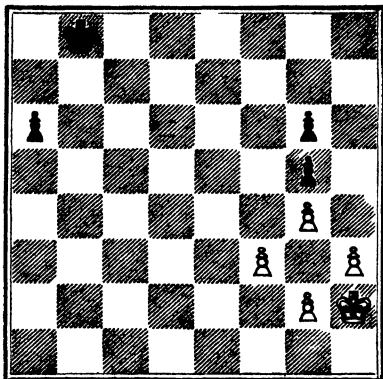
6. . . . .

K—Kt sq.

7. Q—Q8 ch.

And now 7. . . . . K—B2 ; 8 R—KB sq. ch., K—K3 ; 9. R—B6 ch., K—K4 ; 10. Q—Q6 ch., soon mating ; or, 8. . . . . K—Kt3 ; 9. Q—Q6 ch., K—R4 ; 10. Q—R2 ch., K moves ; 11. Q—KKt2 ch., K moves ; 12. R—KR sq. mate.

Black.

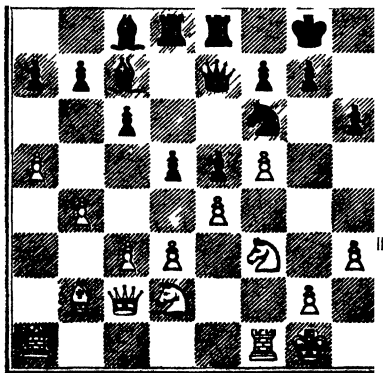


No. 61.

—  
Traps in Pawn  
play.

White.

Black.



No. 62.

Trap by offer of  
a Pawn.

White.

## No. 61.

A most amusing exercise. White, with the move, escapes with a draw. Either side, with the least loss of time, would lose.

White.

Black.

1. P—B4.

K—Kt1 loses, as the Black RP would go to Queen; Black meeting 2. P—B4 by . . . . K—B2, &c.; and then White's way of packing up his K will be one move too late. Meet 1. P—Kt3, as in text.

1. . . . .

K—B2 !

Not 1. . . . . P—R4; 2. P—R4, P × RP; 3. P—B5, P × P; 4. P—Kt5 (P × P would lose after 4. . . . K—Bsq. !), and wins; nor 1. . . . . P × P; 2. P—R4, and wins similarly. The move made ensures stopping any Pawn.

White now imprisons his K by 2. P × P, P—R4; 3. K—Kt3, P—R5; 4. K—R4, P—R6; 5. P—Kt3.

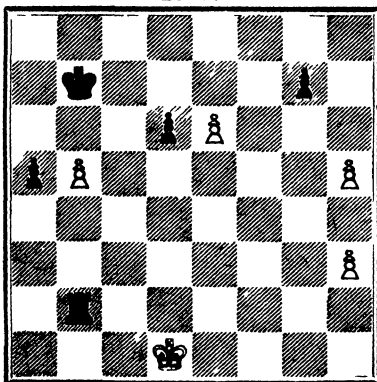
## No. 62.

From a game in the Minor Tournament, 1883.

White here played 1. P—B4, and the play went on thus: . . . . P × KP; 2. P × P, Q × P (falling into the trap —Kt—R4, to plant it at B5, was best); 3. B—R3, Q × RP; 4. B—Q6, Q—Kt3 ch.; 5. P—B5, Q—Kt4; 6. B × B, and the loss of a piece is fatal.



Black.

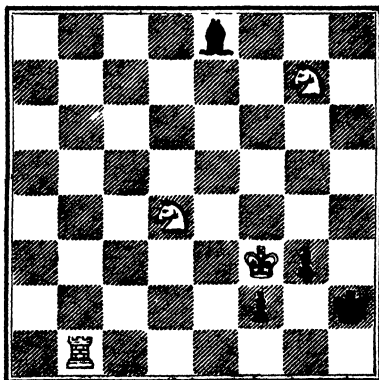


No. 63.

Strategy to secure  
queening a Pawn.

White.

Black.



No. 64.

Draw cleverly  
brought about.

White.

## No. 63.

(From 'La Stratégie.') White wins; but if he plays 1. P—K7, Black draws *at least* by 1. . . . R—Kt8 ch.; 2. K—Q2, R—Kt7 ch.; 3. K—Q3, R—Kt6 ch.; 4. K—Q4, R—Kt5 ch.; 5. K—Q5, R×P ch.; 6. K×P, R—Kt3 ch.; 7. K—Q7? [K—Q5! forcing Black to repeat checks], R—Kt8; 8. P=Q, R—Q8 ch., and 9. . . . R—K8 ch., winning Q and game (or 7. K—K5, R—Kt8; and 8. . . . R—K8 winning).

White plays 1. P—R6! (to remove Black P from Kt2 and allow White K to get to KB6), P×P; 2. P—K7, R—Kt8 ch.; 3. K—Q2, R—Kt7 ch.; 4. K—Q3, R—Kt6 ch.; 5. K—Q4, R—Kt5 ch.; 6. K—Q5, R×P ch.; 7. K×P, R—Kt3 ch.; 8. K—Q5!, and the R follows it, checking, down the board, till we get to 11. . . . R—Kt7 ch., whereupon K crosses to B file, 12. K—K sq.!, R—Kt8 ch.; 13. K—B2, and so up the board, till we reach 17. K—B6, R—Kt3 ch.; 18. K—B7, and the P will queen, White winning.

Or try 1. P—R6, R—Kt8 ch.; 2. K—B2, R—K8; 3. P×P, R×P; 4. P—Kt8=Q.

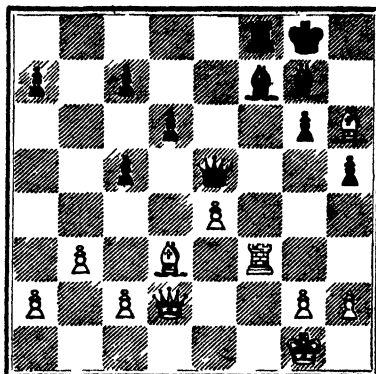
## No. 64.

The last position in Ponziani's 'Semicenturia.'

It looks as if Black might draw by 1. . . . P=Q ch.; 2. R×Q, P—Kt7; 3. R—B2, K—R8; 4. R×P, B—B3 ch.; drawing, whether B is taken or not. But White would spoil this by 4. Kt—K2!

But Black plays 1. . . . B—Kt3 (threatens . . . B—K5 ch.); 2. Kt(Kt7)—B5, B×Kt; 3. Kt×B, P=Q ch.; 4. R×Q, P—Kt7; 5. R—B2, K—R6!; 6. R×P stalemate.

Black.

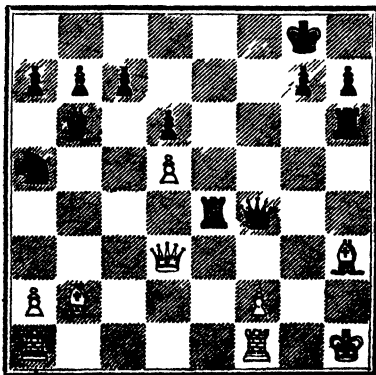


No. 65.

—  
 Trap by offer of  
 a Pawn.

White.

Black



No 66.

—  
 Sacrifice to block  
 out Q from play.

White to move.

## No. 65.

The established principle of the danger of sending the Q in quest of distant Pawns may be illustrated from the diagram. The position here given occurred in second game of the tie-match between Steinitz and Winawer, Vienna, 1882.

Suppose Steinitz had tried to win the QRP, it would have turned out thus :—

White.

Black.

25. . . . .

Q—R8 ch.

26. R—B sq.

Q × P(a)

27. B × B

K × B

28. Q—B3 ch.

K—Kt sq.

29. R—R sq., winning Q.

(a) Black may vary by 26. . . . . B × B; 27. Q × B, Q × P; 28. B—B4!, winning.

In the actual play, Black's move was . . . . R—K sq.; and play went on, 26. B × B, K × B; 27. Q—B4, Q × Q; 28. R × Q, P—B5; breaking up White's Ps; and Black ultimately won.

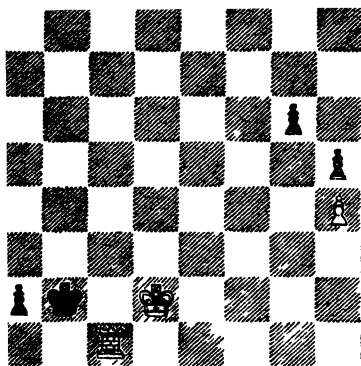
## No. 66.

From the seventy-seventh game between Labourdonnais *v.* Macdonnell.

In this game Black (Macdonnell) had sacrificed a piece to lay bare the castled K. In the position given on diagram, White played B—B sq., whereupon Black's reply was . . . . R—K6. Now, if the R is not taken, Black plays Q—B6 ch., or R × B ch., or Q—Kt4 ch. (in reply to K—Kt sq.), winning at once; while if P or B × R, R × B ch., wins equally. The R sacrifice (accepted or not) blocks out the Q from the scene of action on the K side.

Black would win in any case; but the method adopted is pretty and instructive. Cf. No. 50.

Black.

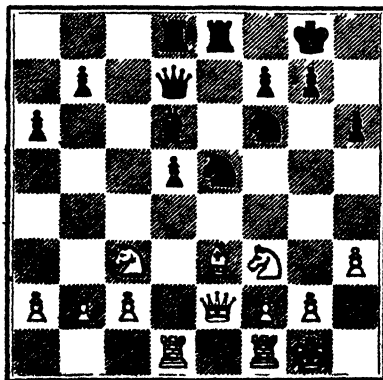


No. 67.

Draw neatly  
brought about.

White.

Black.



No. 68.

Trap by offer of  
a Pawn.

White.

## No. 67.

Black draws as follows: 1. . . . P = Q; 2. R × Q, K × R; the White K now goes across to capture the Ps, while Black K, following his rival, will be able to occupy his KB<sub>3</sub> the move after White has taken the RP. White K must now either go out on Kt file, whereupon Black K makes for KR sq., or go to R6, to which Black replies K—B<sub>2</sub>; then if K—R<sub>7</sub>, K—B sq. is compulsory and sufficient. Black can, in any case, keep his rival on R file (in front of P), or else can get to KR sq., drawing.

With move, White wins by 1. R—QR sq.!, K × R; 2. K—B<sub>2</sub>!, forcing a fatal advance of the KtP. You will see, when you have made all the Pawn moves, why White does not play 2. K—B sq. (Ponziani.) Cf. No. 30.

## No. 68.

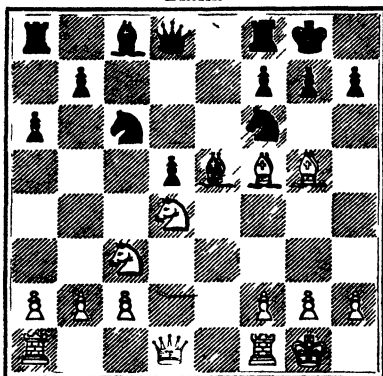
From the first game of the Anderssen-Kolisch match, 1861.

White has just moved Kt from Q<sub>4</sub> to B<sub>3</sub>, and Black replied . . . QR—Q sq.

Suppose White now to be tempted by the offered Pawn; we should get 1. Kt × P, Kt × Kt; 2. R × Kt, Kt × Kt ch.; 3. Q × Kt, B—R<sub>7</sub> ch.; 4. K × B, Q × R, winning the exchange.

Kolisch (White) played 1. K—R sq. (taking it out of reach of the Kt's check); whereupon Black, by withdrawing B to Kt sq., amply supported his OP.

Black.

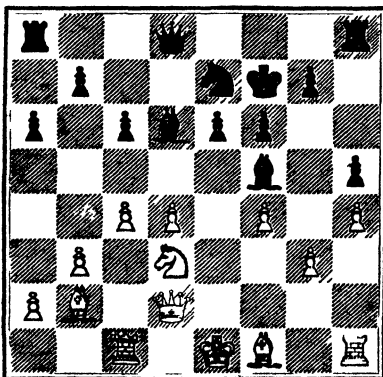


No. 69

Need of care in  
pinning Kts.

White.

Black.



No. 70.

Trap by offer of  
a Pawn.

White.

## No. 69.

From a game between Göring and Anderssen, Leipzig, 1877.

When a KKt is pinned (as in Diag.) there is often a possibility of danger through this Kt being able to give a check to hostile K, leaving the B to be captured by Q. Here the sq. (g4) from which Kt could give any check is guarded by White Q.

White inadvertently played 1. Kt(B3)—K2, blocking off Q from g4; Black at once played 1. . . . B × P ch. !; 2. K—R sq., B—B2; gaining a Pawn.

If 2. K × B, then 2. . . . B × B; 3. Kt × B, Kt—KKt5 ch.; 4. K—Kt1, Q × B; and if Q × P, then . . . . QR—Q1, followed (according as White replies Q—B5 or Q—B3) by P—KKt3 or Q—R4.

## No. 70.

From a game, Deacon *v.* Lowe, in the 1851 Tournament.

1. B—Kt2, tempting Black to take Kt with B; "he must have overlooked that this will let my Q check and gain the RP"; so 1. . . . B × Kt; 2. Q × B, Q—R4 ch.; 3. B—B3, Q × P ("Black leaps at the bait like a pike," Staunton); 4. Castles, P—QKt4 (or . . . . Q × KtP; 5. R—Kt sq., Q—R5; 6. R—R sq., B—R6; 7. B—Kt2, &c.); 5. P—B5 !, B—B2; 6. Q—Q sq. !, Kt—B4; 7. R—KB2, Q—R6; 8. R—R sq., winning Q (7. . . . Kt—K6 would only protract).





